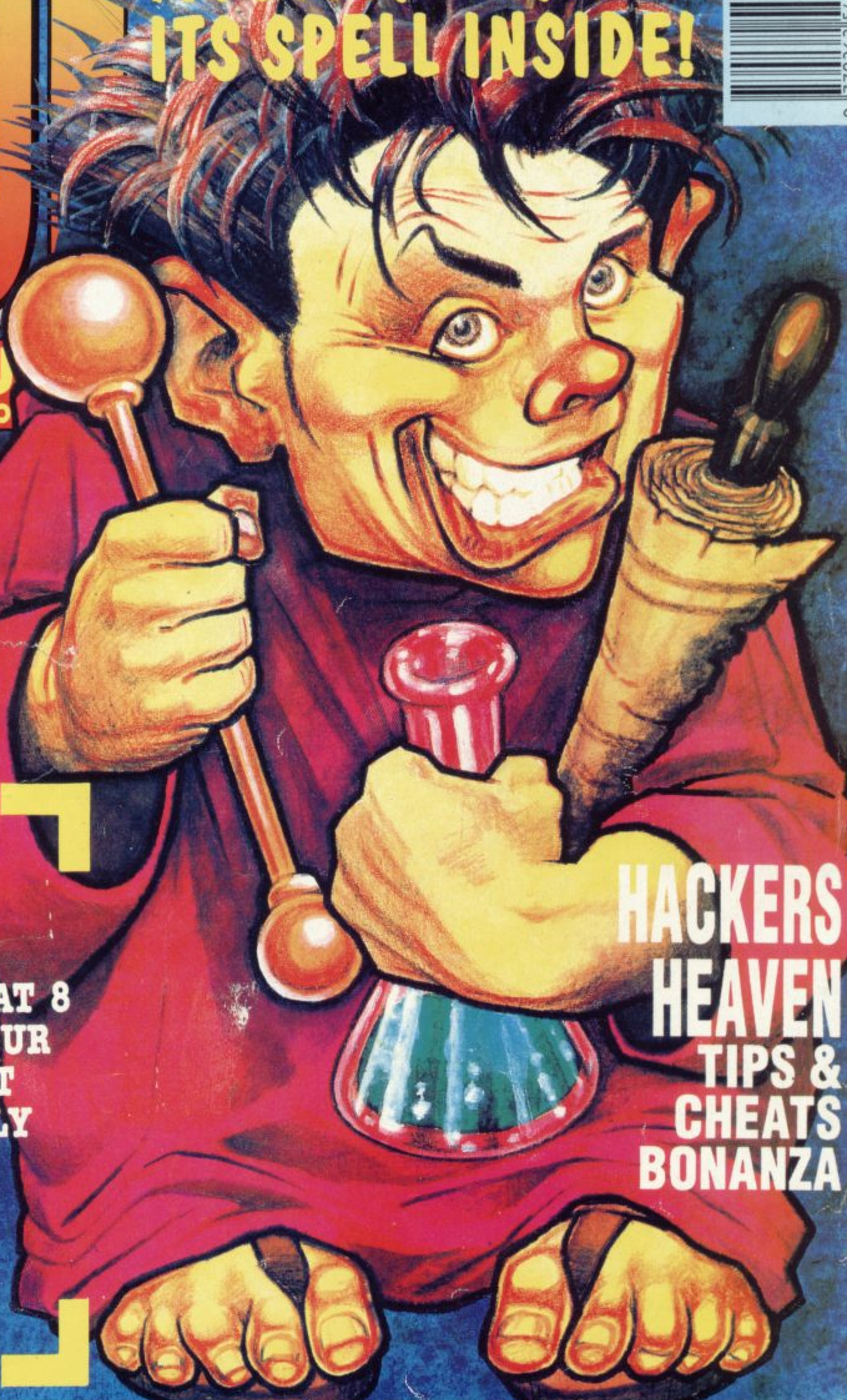
AUGUST 1990 No 114
£1.85

SU

SINCLAIR U[SER]
For ALL Spectrum o[wners]

MYSTICAL CASTS ITS SPELL INSIDE!



GREAT 8
FIVE FAB FULL GAMES ON THE TAPE

WHAT NO GREAT 8 TAPE! SEE YOUR NEWSAGENT IMMEDIATELY

HACKERS HEAVEN
TIPS & CHEATS BONANZA

GAMES GALORE + TITANIC TIPS!

SPECTROL PANIC, BACKGAMMON, MAZE CHASE, KNIGHT DRIVER, DILITHIUM LIFT, POKES AND TIPS AMAZING

PLUS! HYDROLFOOL PRIZE GAME

SEE PAGE 6



BATTLE COMMAND
FIRST INTO BATTLE ...
... LAST TO LEAVE
Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and out of hostile territory and armed with the most advanced weaponry. Select your mission and the armoury you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true-grit determination
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SU's PRIZE GAME GIVEAWAY

HYDROFOOL - by GARGOYLE GAMES

It's so fab that it's out of this world and hiding down the trouser leg of a quasi-dimensional being! (Well, probably)...

Everyone, and I say ev-er-ree-one, just went completely loopy over our last prize game TWINZ which was on the tape last month and so, just to continue with the tradition, this month we've got the fabby HYDROFOOL up for grabs. Originally written by Gargoyle exclusively for the Spectrum, Hydrofool follows the adventures of Sweevo as he tries to clean out the 'Deathbowl' as instructed by his overbearing Robomaster.

To do this he must pull the plug in four different rooms, using a variety of objects that will activate each plug. Oh yes, and he must activate the plugs in the right order in order to succeed. Sounds okay? Well in fact it's ruddy brill!

And so what do you have to do to be able to play the game then? Well, all you have to do is to win it. The game itself needs to have a password entered in order to play it - and you have to work it out from the cryptic clue below.

"Octogenarian Nicholas hits rock bottom"

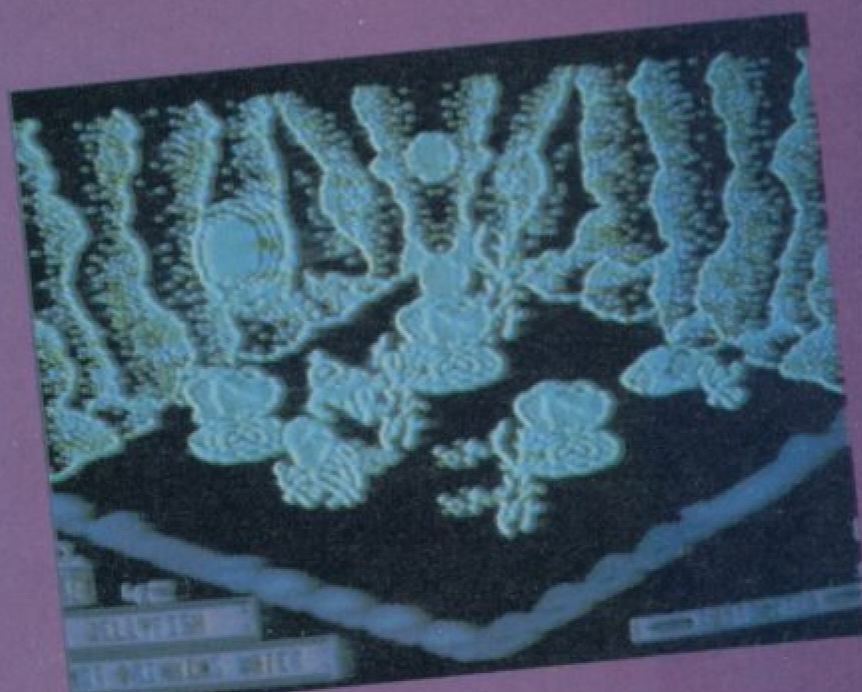
And there it is! Don't forget that if you can't get the answer from the clue then you can ring the SU Prize game hotline for the answer or alternatively you can wait 'till next month when the answer will be printed in full.

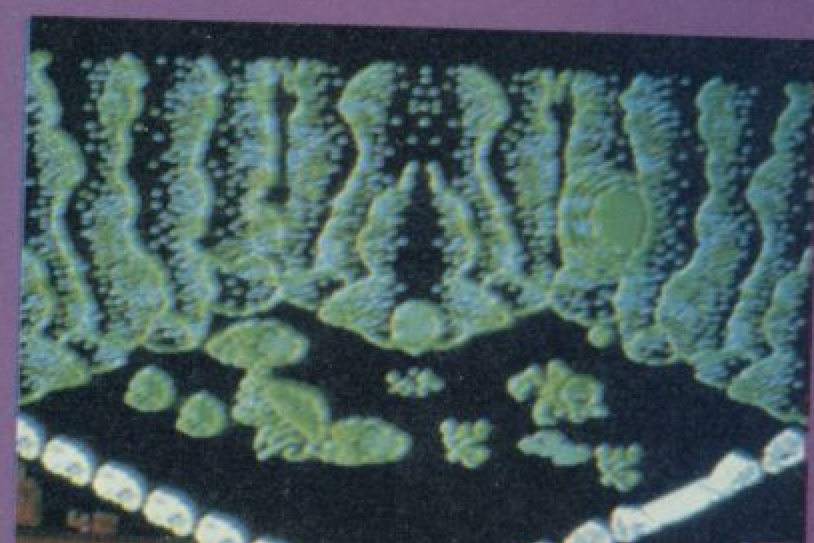
And Last Month's Pass-word Was......

And for all of you who didn't quite make the grade with the answer to last month's clue for the game TWINZ, here's the password...

DUMPS

sorry about that but that's where Andrea was when we asked her for the password. (She'd just come back off her holidays you see.)





THE SU PASSWORD HOTLINE!
0839 500812
Calls are charged at 48p per minute peak rate and at 35p per minute at all other times.
(And if it's not your phone then ask first!)

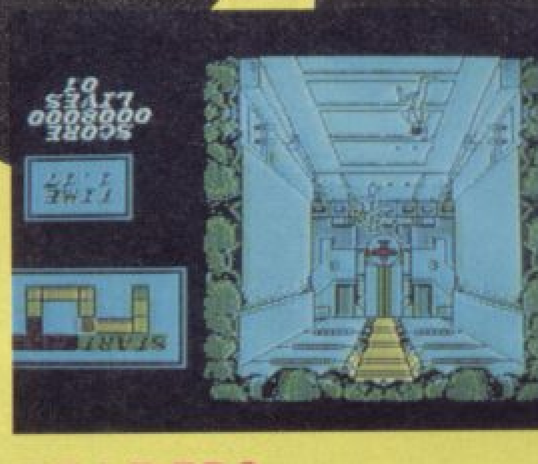
0839 500812

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SOFTWARE





READERS LETTERS 10

You, our illustrious readers, get your say in this month's post bag.

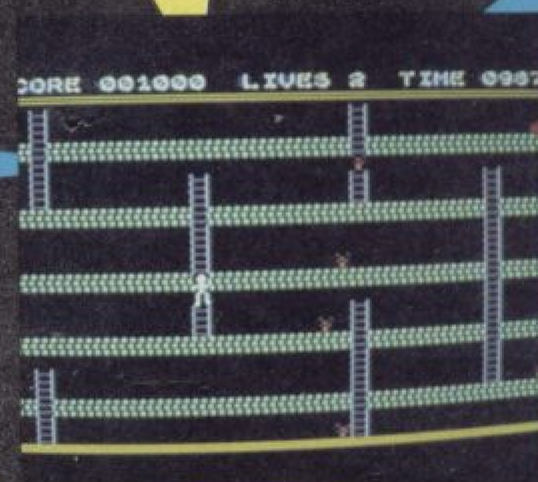
SUCK UP 12

Scrounge some software from the S.U. vaults or just cry on our shoulder with our crazy insane freebie software giveaway!

GREAT EIGHT 6

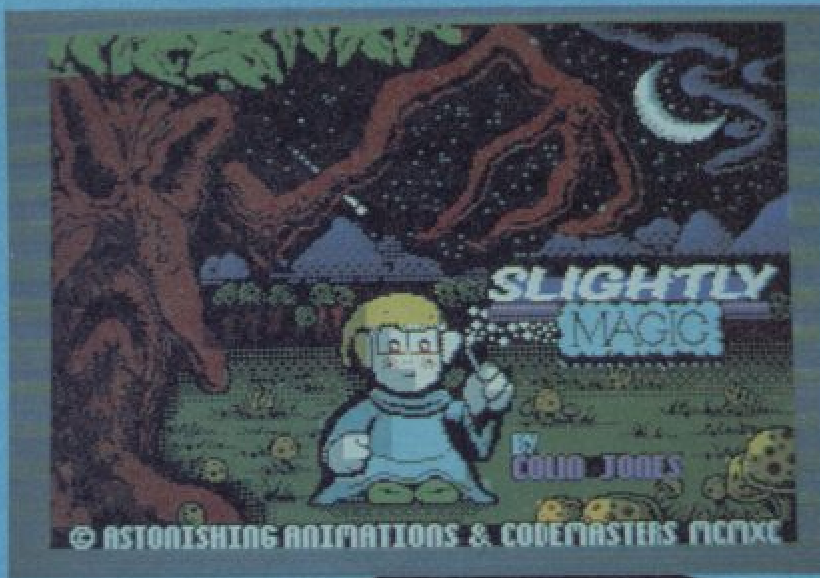
As long as FAB games are out there S.U.'ll get 'em down on tape just for you!

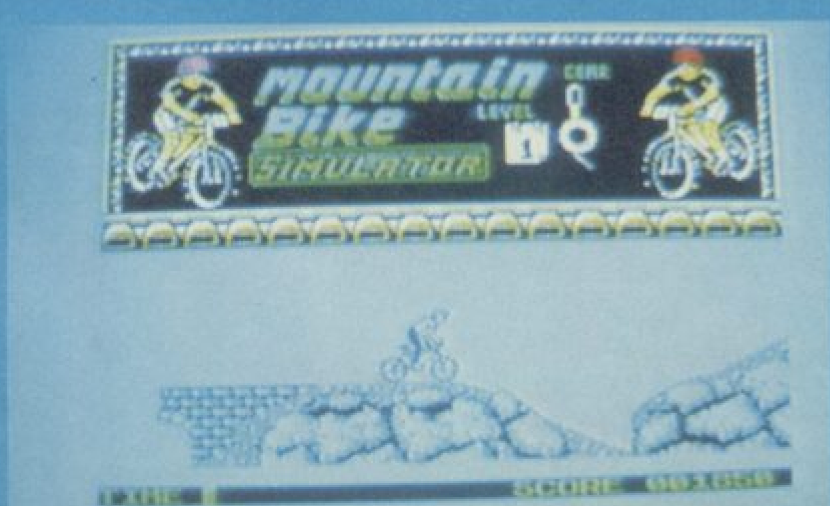
GREAT EIGHT FULL GAMES THIS MONTH:
MAZE CHASE, BACKGAMMON, SPECTRAL PANIC, KNIGHT DRIVER, DILITHIUM LIFT and the prize game this month the fabulous under water graphic adventure, **HYDROFOOL** (see page 6.)
And don't forget **TIPS AMAZING** and true to form the **Captain's POKES!**





DISTRIBUTION
BBC FRONTLINE
SU SUBSCRIPTIONS
PO Box 500. Leicester, LE99 0AA. Tel 0858 410510
Typesetting by Garthtype
Colour work by Proprint
 Oh, just as we were going to press, Yvette, our design assistant ,got very poorly and had to go to hospital. We'd all like to wish her a speedy recovery. If you want to send her a line or something to keep her amused while she gets better then cheer her up and write to her in her sick bed. Whoever sends the letter that cheers her up the most will receive £50's worth of games. 'till then... Byeee!





SU CREW



Cap'n Sumpter, endowed with the mind of an elephant, unfortunately trapped inside the body of an old scrooge, has gone on a money collecting rampage this month. The Editor who claims to manage more debt in his undies (he hates banks) than the International Monetary Fund does, has decided to pull his pants down and "rake in the dosh". Amid howls of dismay from Staff Writers and Sanitary Engineers alike who claim that the whole affair smells a bit fishy, Garth continues to persue the unfeasably large wads he "definitely knows" are owed to him.
FAVE GAMES: SWIV Heroquest



Child prodigy Steve, first famous at the tender age of five when his song "I'll be Your Long Haired Lover from Hell" topped the charts and broke the sound barrier, has dissapeared from the office this month. A note on his desk reads "Gone to join the Foriegn Legion - heard Garth has started to collect in all the money people owe him. Back in two weeks time". Come back Steve, you daft hippy before you get a dose of those much feared desert runny doo-dahs.
FAVE GAMES: Mystical,



Another new on S.U. this month - Matt Regan joining the crew from Mean Machines (the grotty console magazine). Matt, a distant relative of the famous B-movie U.S. President, Ronald, has swopped the velvet glove approach of MM Ed Jaz Rignall for the granite hand approach of Sergeant Rock Sunmpter, the S.U. supremo. Asked to comment Matt replied: "Well Nicaragua is not an issue as far as I'm concerned and. ".Ooops, now what's that red button for, Don ?"
FAVES:: Mystical, L.E.D Storm



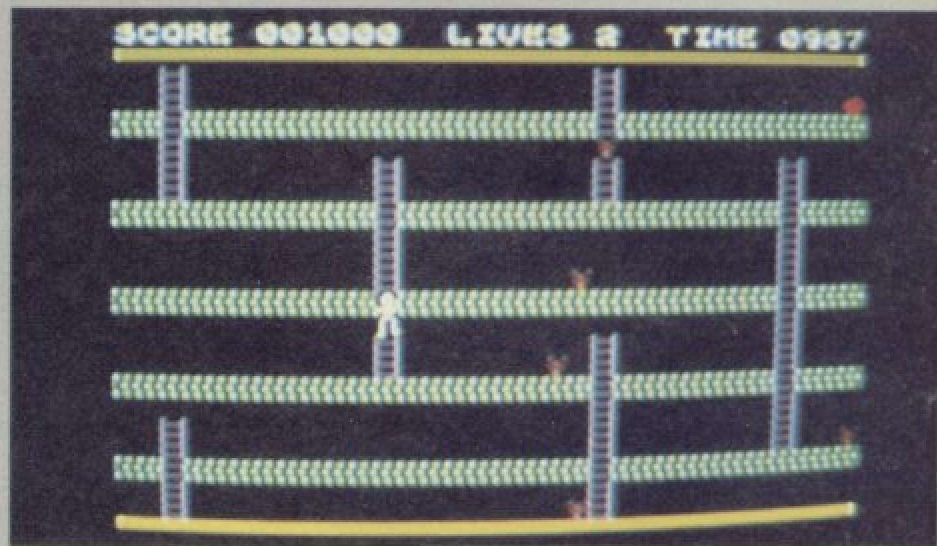
Al, the strolling S.U. reviewer of no fixed abode is apparently feeling very bad this month after eating a full packet of shredded wheat for a bet. The result: On a recent visit to Canterbury Alan was thrown out of the cathederal for creaking loudly in the choir. "I just want to warn everyone about the horrors of too much fibre", he was quoted as saying from his desk in the toilet. "Don't believe everything you see on T.V.!"
FAVE GAMES: Mystical, L.E.D. Storm.



Tone, a budding actor has started his new career with a vengeance having just opened in his very own west end musical, "Tony and his amazing technicolour dream trousers". He has also donated a pair of his magnificent pants to help house refugees in the middle east. Apparently Tony got the idea for the show while eating paella on a bad stomach during an MC Hammer advertisment for a certain well known soft drink.
FAVE GAMES: L.E.D. Storm, Slightly Magic.

GRE

Hello and welcome to this month's GREAT EIGHT from SU. We've got a gob-smacking selection of games for you this month and make no mistake. There's the best selection of action-packed code in the cosmos with the added mega-bonus of the totally awesome SU Prize Game, HYDROFOOL. It was originally coded by a company called Gargoyle Games who now write business software but were one of best Spectrum game producers in the whole world just a few years ago. Don't believe me? Then just take a butchers at the screenshots on the previous pages. Look and weep if you can't solve the simple clue that unleashes the game onto your unsuspecting Spectrum. And don't forget, there's even more games and here' s the instructions to them all.



HYDROFOOL

Sweevo's been told by the overbearing old Robo-Master to totally clean out the Deathbowl. The Deathbowl is a gigantic planetary aquarium. It is now so polluted he must completely empty it of water by pulling each of the four main plugs. Each plug is activated by special objects, surrounded by floor plates. Objects must be found or won by defeating enemies with your weapons.

Access is by several levels. Down by whirlpools and up by bubbles (some burst early which can be useful!). You must pull the plugs in the right sequence. Mechanical lifeforms will rust, but this can be remedied by intake of oil.

Controls:

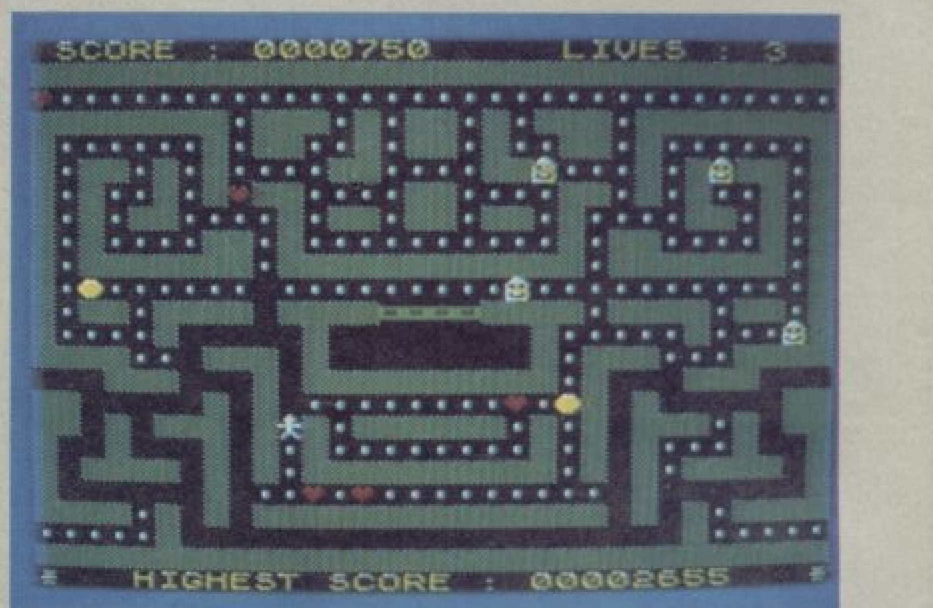
Joystick or keyboard.

QWERT YUIOP ASDFG HJKL

Space - Pick up/Drop/Fire if carrying weapon.

O - Freeze:

1 = Abandon game (Symbol - Symbol Shifted).



MAZE CHASE

Race around the maze guzzling food, energy pills, lemons and strawberries. Avoid the four grizzly guardians that close in on you and eat YOU. Collect the Magical Strawberries to turn the tables and chase them, but don't take to long 'cos things get faster and faster in the maze craze!

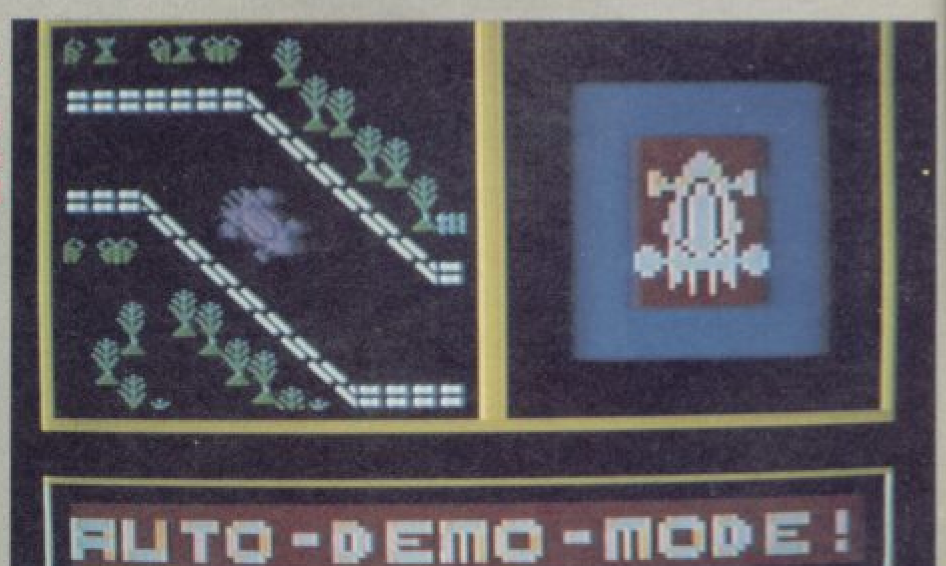
Controls

5 Left — 8 Right

7 Up — 6 Down

P Play — D Demo

R Reset highest score to zero



KNIGHT DRIVER

Take control of a mean machine and take a Formula One onto the streets. Carve your way around the numerous tracks and avoid the obstacles at all cost. APB at high speed!

Controls

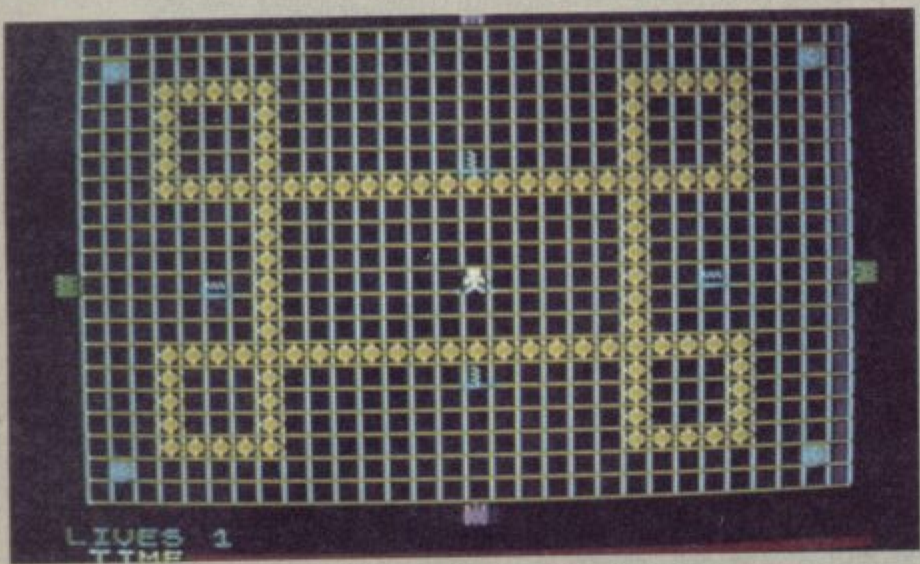
P Professional — L Learner

D Demo — Z Clockwise

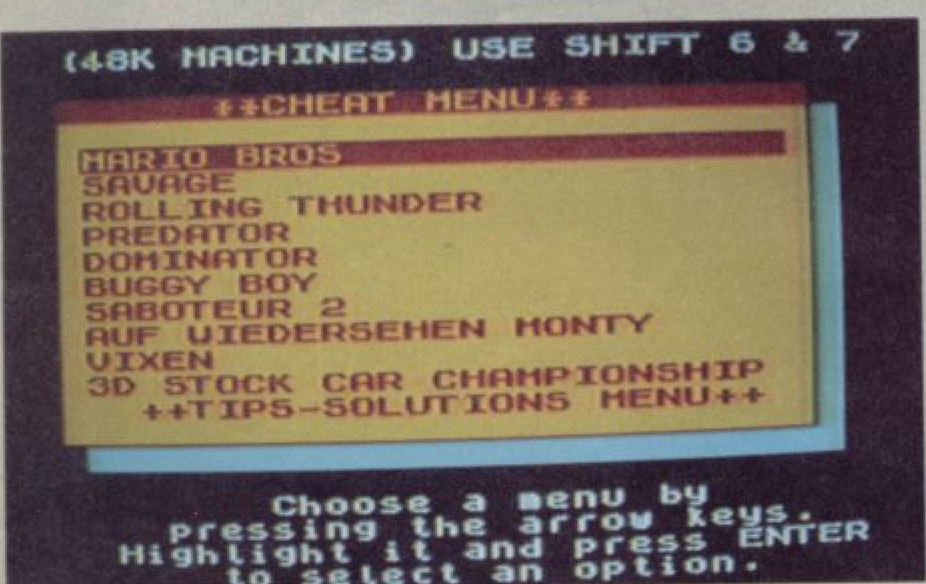
Caps Anti clockwise

GRE

AT 8







AT 8

DILITHIUM LIFT

Simply collect the crystals from around the infested maze and avoid the laser bolts that fry you to death.

Controls

Joystick and Definable Keys

Q Up A Down O Left P Right

SPECTRAL PANIC

The prim objective is to survive! The higher your score the more indicative it is of your level of your success. Eat fruit and kill the monsters in your quest for points. Your tum must be constantly filled at regular intervals or you will suffer dearly and starve to death! To kill the monsters you must drop them in the numerous holes around the complex and fill them in before they can climb out. Different coloured monsters have to de dropped a different number of times before they will die.

After every 5000 the earth shakes and enlarges all the holes. At 10000 you gain an extra life.

Controls

A Left	D Right
W Up	X Down
O Fill	K Dig
H Hold	Break Stop

BACKGAMMON

Backgammon is played with the person (that's you) taking on the abilities of the computer. After loading the game choose an option from the onscreen menu within 30 seconds, or a demonstration game will start. Enter the letter after the option you desire, and get playing!

The dice are rolled giving you or the computer the number of points to be played. Enter your move through the keyboard, eg A3 to D4. The computer will check to see if your move is legal, then providing it's acceptable the computer will move the stone to the position required and say OK at the bottom of the screen. Points are awarded for the location of stones at the end of the game. The doubling dice can be used to raise the bet on the game.

Otherwise the rules are exactly the same as in normal Backgammon - if you don't know how to play, ask a parent or guardian as they are bound to know!

CAPTIAN'S POKES

The Captain is back! And what a selection of pokes he has. Choose the cheat you want and load it in!

TIPS AMAZING

Yet another list of loverly cheats - including Mario Brothers, Rick Dangerous 2, The Turtles and more!

THE SU CREW

WIN A TERRIFYINGLY LARGE AMOUNT OF SOFTWARE!

Bright and early one Monday afternoon the S.U. Crew report for work and another rigorous day under the manic Sumpters' comic instruction. "Right Steve!", Garth said turning to the hairy one "I want you to go downstairs to the thingy and collect the doobreys from next to the wotsit" (That's as specific as he gets). "But it's too early man," protests Steve "I can still taste the toothpaste!"

"Whadaya mean? It's half past four!" retorts Garth using his most exasperated expression, the one he reserves exclusively for uncongealing the milk in his fridge. "I want you to get something out of the basement. Now, hang on. You're not scared of the dark are you? Splurph! Tee Hee Hee!"

"Your not serious man? I know what's down there," shivers Steve.

"What do you mean?", replies Garth,

"Three years ago Alan stored his dirty washing in the basement before he took it round his mums'."

"So," replies Garth with an evil grin escaping from behind his unkept face.

"Well one of his socks escaped!"

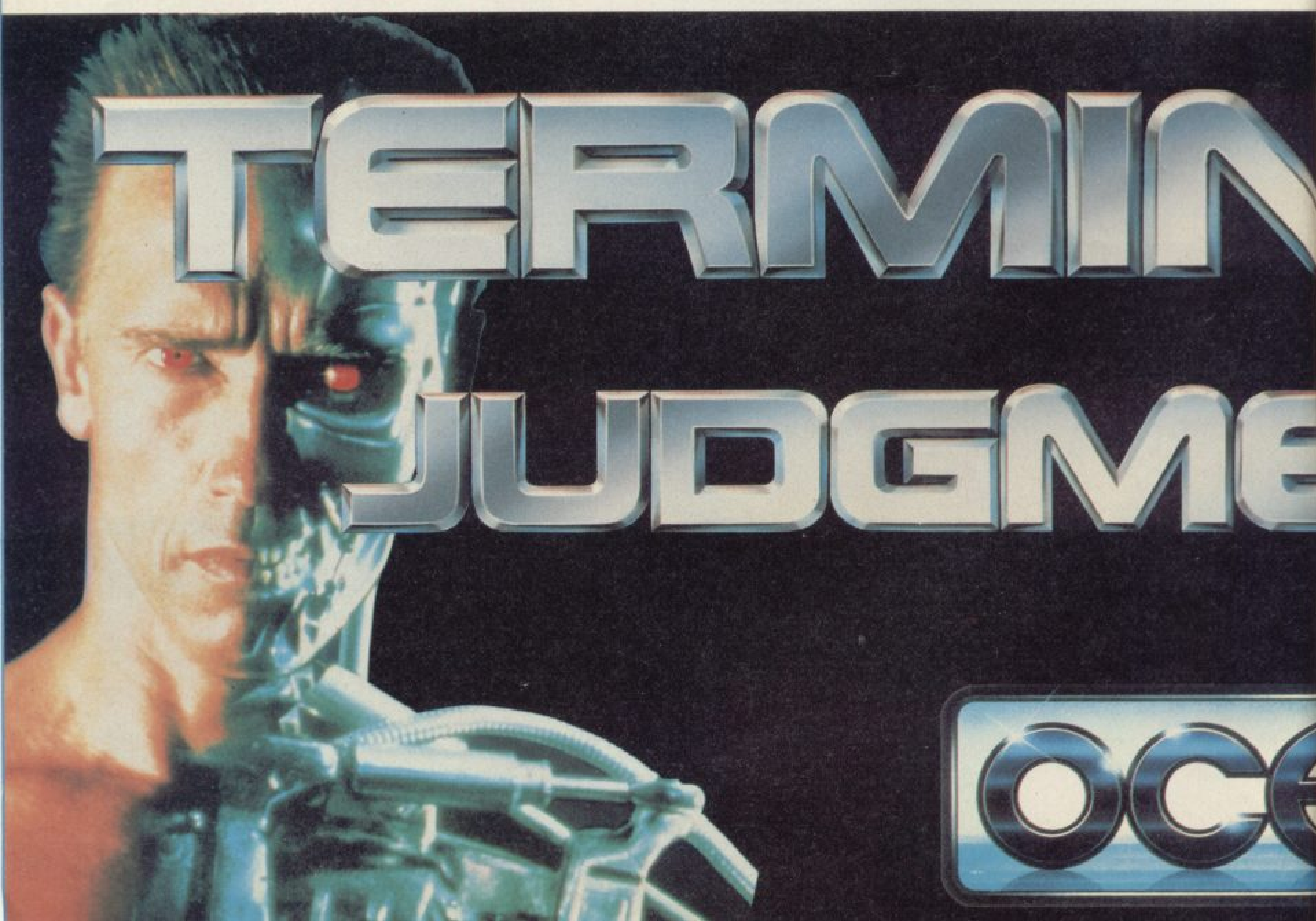
"Yo dude," cries Matt "heavy bummer!".

"And it hasn't been seen since. Some say it slithers around the building during the night praying on rodents and small domestic animals. Whilst during the day it feeds on it's victims. There's no way I'm going down there to get that!"

"You gimp! I want you to get the S.U. Competition prizes from down there!"

"Well why didn't you just say so?" Steve's relief was obvious.

"Well God works in mysterious ways" quipped Garth, " and so do I.... Now SUFFER!"



COMP!!!







So all you have to do to win the terrifying Bargain Basement Box of S.U. Software is answer this question. "What Horror film is generally regarded as being the worst film ever made?" Here's a clue. It is a holder of a Golden Turkey Award and half of the title is ....from Outer Space.

Answers on a post card to us here at **THE TERRIFYING (AND VERY HARD) CREW COMP, S.U. Towers. Priory Court, Farringdon Lane, LONDON EC1R 3AU. All entries to be received by the 15th of August.**

TELL IT TO GARTH!

Dear SU. Yes your magazine is great. But when reading the Hacking Squad us mere mortals in their ignorance see a poke as a bunch of numbers, and are unaware of what to do with them, it would be a help, nay a godsend for someone to show us how to use the aforementioned numbers. So if it wouldn't be too much trouble, why not let us who are new to the beloved Speccy know how to utilise a poke. And so maybe making the world a less annoying place.Cheers
F Szilagyi, Whalley Range, Manchester.

- *Pokes are little cheat programs you enter into the Speccy before running the program. Use Basic to load in the program, RUN it before putting on the game, and voila! The cheat kicks into operation! The only exception to this is for single POKE numbers; you'll need a multiface Interface III for those.*



Dear SU Crew, where could I get a back copy of your brilliant SU mag dated March 1991, No 109?
I would also like to take this opportunity to say that: I feel it is necessary to conclude that one's text is spiffingly super and I receive great pleasure from perusing the data.
Translation: I think your magazine is brilliant and I really enjoy reading it.
Goodbye, auf wiedersehn, au revoir,
Matthew Roberts, Brentwood, Essex.

- *GARTH: Glad to hear you enjoy our humble tome, Matthew.*

Dear Garth. Since I got my +2 (over a year ago) I have completed Turbo Outrun (first go!), Italy 1990, Robocop, Ghostbusters, Ghostbusters 2, Manchester United, Midnight Resistance, "A bird in the hand" on Batman the Caped Crusader, Ace, Ace 2, Double Dragon, Double Dragon II, Fantasy World Dizzy, Kwik Snax, Football Manager and Dragon Ninja. Pretty impressive, huh? (Well, I suppose so - Ed).
This is my list of the Top Ten Games:
1 Robocop 2 (Ocean)
2 Midnight Resistance (Ocean)
3 Robocop (Code Masters)
4 Kwik Snax (Code Masters)
5 R-Type (Hit Squad)
6 Outrun (Kixx)
7 Mr Hell (Irem/Firebird)
8 LED Storm (Capcom)
9 Xenon (Melbourne House)
10 Silkworm (Virgin)
Mark Henry, Farnham, Surrey.

- *An impressive set of games, I'm sure everyone will agree. Does anyone else have a Top Ten or Top Five? Maybe even a Top Ten Worst Games of all Time? Let us know!*

Dear Garth, I am a very upset writer. I'm writing to you about two things on behalf of my pal Martin and myself, Stuart. I noticed you dropped the "Write Stuff" is this for real? This was in April's mag. We are very devoted to your mag, we never miss one. We also write regularly and now are we going to complain too.
OK what is this about Double Dragon being for bananas? If I get hold of this Chris Jenkins well...Anyway here's my review.

GRAPHICS	90%
SOUND	85%
PLAYABILITY	100%
LASTABILITY	100%
OVERALL	100%

I like it and I like it, I like it. We love it we hug it, and if you like it you're cool as us.
Stuart Smith and Martin Strang, Barrhead, Glasgow.

- *The Write Stuff has been absorbed into this section, but if enough people complain we'll seriously consider restarting the column. As for Chris...well,*

Dear SU Crew, Where could I get a back copy of your brilliant SU mag dated March 1991, No 109?
I would also like to take this opportunity to say that: I feel it is necessary to conclude that one's text is spiffingly super and I receive great pleasure from perusing the data.
Translation: I think your magazine is brilliant and I really enjoy reading it.
Goodbye, auf wiedersehn, au revoir,
Matthew Roberts, Brentwood, Essex.

- *Glad to hear you enjoy our humble tome, Matthew. Back issues can be got from the Subscriptions Department at the address on the Contents page. Enclose Two quid for every issue you want. Easy peasy!*

Dear Garth, there's a few things I'd like to say. First, Chase HQ was quite good it should have got about 80%, the only thing I didn't like about it was that it's joystick only. If you're like me and prefer using the keyboard, use Q, A, O, P, Space and have an autofire joystick. This way you can complete level one and maybe level two without losing a life. My second point is why do 128K Speccies still not have as good graphics as a 64K Amstrad? Thirdly what about my game you said I could have in the Feb ish?
Brett Haskell, Wimbourne, Dorset.

- *GARTH I've really been quite naughty about prezzies, haven't I? Never mind, I'll get one of my little pixies (well Matt actually) to send some software out.*

Dear Garth, There's a few things I'd like to say. First, Chase HQ was quite good it should have got about 80%, the only thing I didn't like about it was that it's joystick only. If you're like me and prefer using the keyboard, use Q, A, O, P, Space and have an autofire joystick. This way you can complete level one and maybe level two without losing a life.
My second point is why do 128K Speccies still not have as good graphics as a 64K Amstrad? Thirdly, what about my game you said I could have in the Feb ish?
Brett Haskell, Wimbourne, Dorset.

- *Oh dear, another one slipped throught he net. Never mind, I'll get one of my little pixies (Matt) to send some software out to you so don't cry.*

Dear Garth, I want to review all your free tapes: every game 6% or less. Why has your magazine gone up in price and got thinner (that sounds a bit stupid)?
PS I wrote once before and you said you would send me a badge and I have still not got it. So how about it?
Sean Robinson, Kirkby Stephen, Cumbria.

- *The reasons for price increases are many and varied, and I won't bore you with all the details. Suffice to say that printing, tape, paper, costs etc have all increased, and my salary has gone up to an amazing 20p a month! Steve, Alan and Matt still have to pay us for the privilege of writing for SU. I'll send you a US Gold compilation anyway, 'cos I'm so great.*

Dear Garth, I am very new to the SU mag. The reason that I'm now buying this rad mag is because of the games. I heard rumours that SU was a brill comic but I didn't believe that a comic could be so good. I have only five SU copies and from what I have heard of Chris Jenkins, he's a total Prannet..
Now about the games, I have not had a game for a really long time now except for one game last month for my birthday which was TMH Turtles. So I do not get very many games except for SU, birthday and Christmas and sometimes I don't get any then. So could you please, please, please send me a game and also Six of the Best as I didn't get that one.
Karl Witham, New Addington, Surrey.

- *How come you didn't send this to Suck Up For Software? Anyway even if I did want to send you a game I couldn't because you didn't include your full address!*

Dear Garth, The adventure that was on the free tape of March's issue, Temple of Terror, is rock hard, 'cos I can't seem to get past the Serpent Guard that is in front of the doorway. It is so, so, so, hard that I nearly threw the computer and the SU across the room at the wall. So please print my letter so my sister can see it and tell me how to get past that part.
Lee. Warmsworth, Doncaster.

- *Glad to hear that you enjoyed the game, but didn't you notice that the solution to Temple of Terror was included on the Cover Tapes of the next two issues? Pay attention, there'll be a test soon!*

Dear SU, You think Guardian II was the best budget game, no way, Kwik Snax is. It's another great game from Code Masters, and guess who the star is, yep it's Dizzy. It's an amazingly entertaining game, pushing those blocks, crushing Elves and clockwork mice and collecting all that fruit. The graphics are wicked and at the start the yolk folk play some dude music: Body popping grand Dizzy, Densel on the keyboard, Dylan on drums and on bass guitar, Daisy. Then it shows AMAZING graphics of a little story and some more cool music. I wouldn't mind paying 9.99 for it, so what more would you want for 2.99?
Christian Hall, Clevedon, Avon.

- *The intro sequence is pretty cool, but have you heard the group Thames Valley Living? Probably not, as they faded into obscurity in the 'seventies. Still, their lead singer was a hunky guy who bore a startling resemblance to yours truly...I guess fame just wasn't ready for me!*

Dear Garth, Six of the Best 4 was totally awesome. Dynamite Dan was really cool! I would give the games marks as follows:

GRAPHICS	90%
SOUND	88%
PLAYABILITY	95%
LASTABILITY	95%
OVERALL	95%

The music in Gutz is brilliant - the Gazza II Demo was also super! The mag is mega cool 100%!
Your best reader
Krishna Dani, Jordanhill, Glasgow.

- *Thanks for your praise, Krishna, we hope you enjoy the latest tape as much.*



Dear Garth, I am writing to complain about the poor spelling shown in my letter when it was very kindly printed in the April 1991 issue,and also do you have a lady working for you called Andera? I think not.
I stated in my letter that "and am itching to complete". NOT "an itching to complete". Sharpen up or I'll read CRASH instead. By the way, SU is starting to look like CRASH with the **shortency** of pages. One final point, you bished up my letter, alright, thanks for printing it, but I didn't write half the things it said (William then moans on and on for a few paragraphs).
William Shephard, Malvern, Worcs.

- *Ohh, you're a proper little whinger, aren't you? No we don't have anyone called Andera here, what are you going on about? If you want to complain about English, where did you get the word "Shortency"? Sheesh, some people...*

SUCK UP FOR SOFTWARE!!

I'M NOT LONG FOR THIS WORLD...

Dear Garth, as I write to you my energy is already fading. For I cannot walk, can barely speak, and I can only while away my hours on the joystick of my computer.
As I have two months to live I would like to try and play every computer game I can. My budget cannot stretch any further to buy any more games to add to my tiny collection so would you please, please, please send me some decent software ie Moonwalker, TMNT (+3 Disc if available).
Love Tracy Hatch, Chipping Ongar, Essex.
PS I have sprayed this corner of the letter with my favourite perfume so you can smell it and cuddle it every night in bed and think of me when I'm dead.

- *GARTH: Gosh, if I only had two months to live I wouldn't waste time writing for software! I'd get my money and...actually I don't think I'd better say otherwise those nice policemen will come and visit me. Anyway, I'm sending you some games to see you through your last hours before you shuffle off this mortal coil.*

...THEN KYLIE BLEW UP!

Dear Garth, one day we got our May Issue of SU and I was really excited to see not eight but ten games on the tape. I got out my Speccy and tried the games. Eight loaded. I played Popstars and it was really hard. The next day I had a swollen foot so I had a day off school. I loaded Popstars and got three lines of Kylie's ugly mug on the screen and then Kylie blew up. I didn't mind about Kylie, but the entire living room blew up including the telly and my beloved Speccy. At the minute our house is being rebuilt and we are staying at a scummy hotel. My Mum says that we can't have a computer unless we get at least thirty games so please, please, (etc..) send us some.
Yours sore-footedly,
Katy "Kat" Hargrave, Thornton, Leics.

- *GARTH: Your telly exploded, eh? It's funny, your address isn't a hotel. Hmm, I don't think you deserve any software - why don't you get busy mixing concrete to rebuild your house?*

FIRE ALERT!

Dear Garth, I love to read the No.1 mag for the Speccy, and it is called SU (lick, lick!). Now I have a very, very sad tale to tell.
The other day I was walking towards the local newsagents only to find that it was burning down! I suddenly thought, "OH NO! THE POOR SU MAGS!" so I ran into the shop and rescued all the SU mags there. I quickly ran home and I put the mags there so they would be safe. I ran back to the newsagents thinking I should rescue SU's rivals, CRASH and YOUR SINCLAIR, but in my mind I heard a voice saying, "No! Leave all the other mags to perish in the flames because they are CRAP!"
So with that I left the other mags to perish in the flames. Lots and lots of SU readers saw this and they rewarded me with lots of cash. So I took all the money and the SU mags with me because my younger brother reads CRASH and would surely rip them up! At the computer shop I bought a game called "CJ's Elephant Antics". But as I walked home I was surrounded by CRASH and Your Sinclair readers because they had seen me rescue the SU mags! They tried to destroy the mags but I fought them off by doing WWF moves on them. I then said to them "Read SU you scumbags!" and with that the readers of the rival mags ran off. But after all that to my dismay I found that my game was smashed to bits (boo hoo). So please could you send me a copy of "CJ's Elephant Antics" and I will be ever so grateful and I will continue the fight against the rival mags!
Yours fightingly,
Mik Young, Roker, Sunderland.

- *GARTH: What a long-winded blubber! I'm glad you rescued the SU mags, but you should have more sympathy for people with worse taste than you.*

TOTAL RECOIL

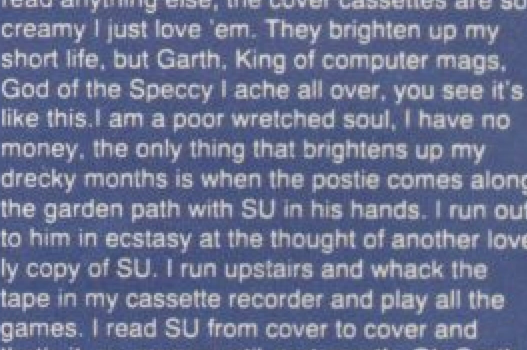
Dear Garth (my very favourite person), I am very annoyed, just the other week I went and bought a copy of TOTAL RECALL. I paid my eleven quid and rushed home to play the game. When I got home it wouldn't work. As a result I took it back to the shop and asked for my money back or an exchange for another copy. The fella behind the counter had the cheek to say to me it was the wrong receipt. This is where you come in. You see, I can't afford a new copy of the game, and you being the nice man you are, I am forced to ask you to send me a game. If you don't I will cry for days and flood the whole of the UK.
Thanks from

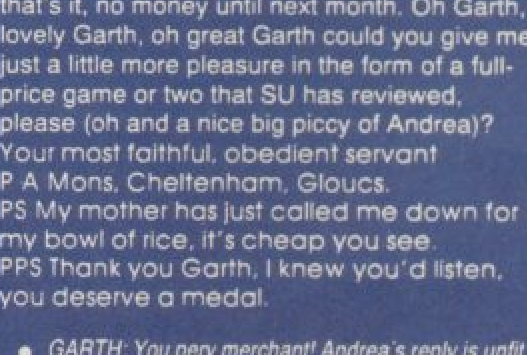
Paul Scarisbrick, Winstanly, Wigan.
PS You are a very, very, very nice man.
PPS I never fail to buy SU.
PPPS I want to marry SU.

- *GARTH: I'm sorry, I'm already engaged to SU so tough luck, find another mag to satisfy your matrimonial urgings. I'll send you some software just to stop my trousers from getting wet.*

Dear Garth, my favourite man, please, please, please listen to my request for aid. I love SU, I think it's so gorgeous I would not read anything else, the cover cassettes are so creamy I just love 'em. They brighten up my short life, but Garth, King of computer mags, God of the Speccy I ache all over, you see it's like this.I am a poor wretched soul, I have no money, the only thing that brightens up my drecky months is when the postie comes along the garden path with SU in his hands. I run out to him in ecstasy at the thought of another lovely copy of SU. I run upstairs and whack the tape in my cassette recorder and play all the games. I read SU from cover to cover and that's it, no money until next month. Oh Garth, lovely Garth, oh great Garth could you give me just a little more pleasure in the form of a full-price game or two that SU has reviewed, please (oh and a nice big piccy of Andrea)?
Your most faithful, obedient servant
P A Mons, Cheltenham, Gloucs.
PS My mother has just called me down for my bowl of rice, it's cheap you see.
PPS Thank you Garth, I knew you'd listen, you deserve a medal.

- *GARTH: You perv merchant! Andrea's reply is unfit to print, and if your poor Mum's so skint you shouldn't have wasted the money for a stamp. Keep saving for Total Recall.*





MATCH

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IT'S EVERYTHING A YOUNG FOOTBALL FAN COULD WANT!

Review



MYST

Magic potions, secret scrolls and supernatural psychos for enemies. These are the sort of problems that a budding apprentice magician must learn to deal with in order to worm his way back into the affections of his master when the wayward lad has created untold havoc in the temple's spell store - and what a lot of worming there is to do.



GAME
Mystical

LABEL:
Infogrames

MEMORY:
48K/128K

TAPE:
£ 11.99

DISK:
£ 16.99

WIZ FAX

Until the present century Witches and Wizards were feared by ordinary people and those accused of magical practices were persecuted and tortured or burned at the stake as heretics.

Perhaps the most famous Wizard of all time was the legendary Merlin, court Wizard to King Arthur and his father, Uther Pendragon. Merlin's apprentice was Mordred, Arthur's half sister, but unlike our apprentice magician in Mystical, she was evil and caused the downfall of Arthur's Round Table.

Magic and Wizardry have always been associated with Alchemy. Alchemists used potions and various combinations of metals and minerals to try and produce gold or a genuine synthetic substitute for it. Because of their greed and the highly dangerous nature of their work it was usually shrouded in secrecy.

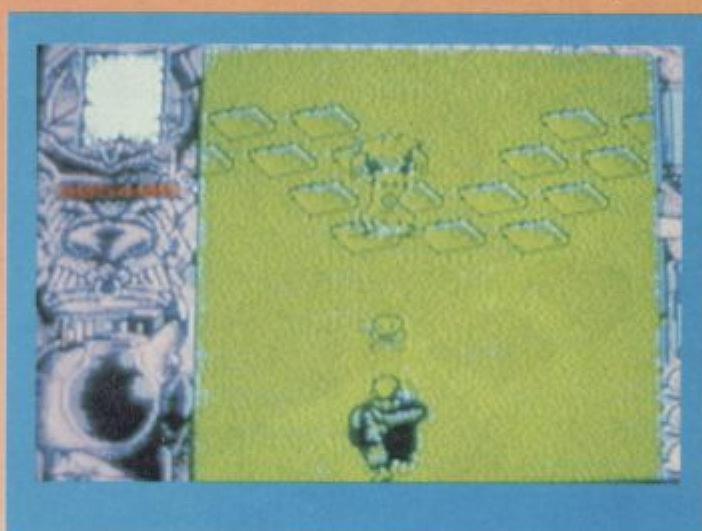
A Golem is a creature, usually made of clay and magically animated, that protects its owner in times of danger. Originating from Jewish legend and cabala the most famous Golem was created in the sixteenth century by a man named Rabbi Low and was a forerunner of Mary Shelley's Frankenstein Monster.

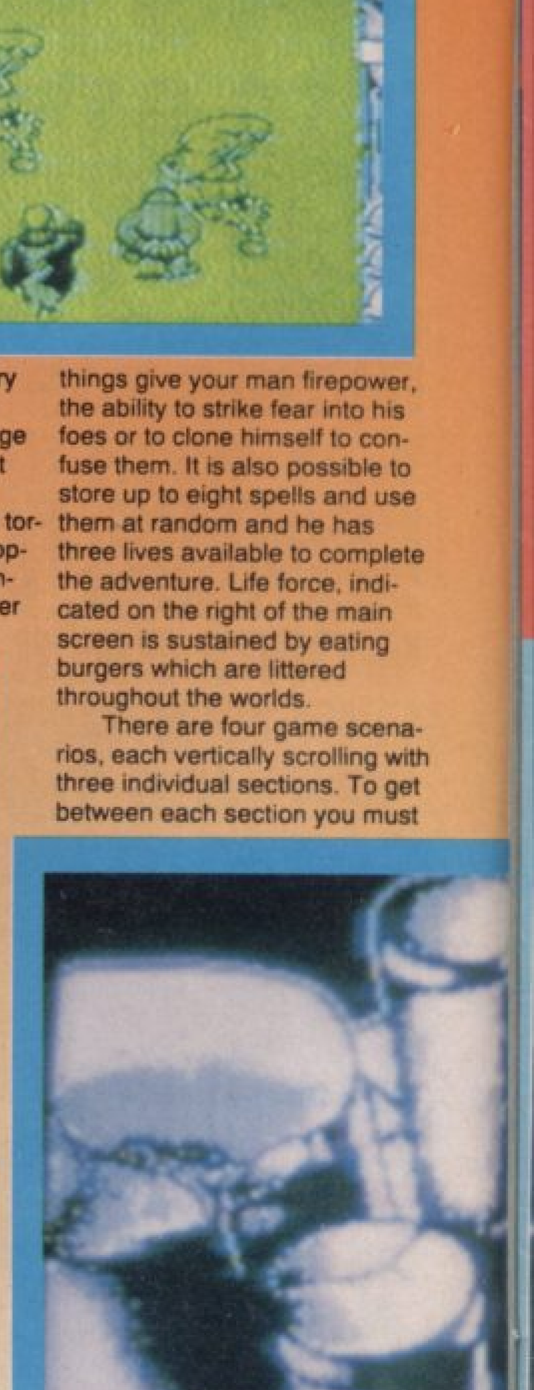
Mystical's quest involves a young trainee magician trudging around the world to collect the scrolls and phials which he naughtily scattered to the four winds just before he was due to start his final exams. If he doesn't recover these he will never qualify as a practising Magic Merchant and will probably end up down at the Job Centre looking for employment as a partly qualified Wizard. The reason The Great Wizard, his master, is so peeved is that these documents and vessels contain knowledge and potions which have taken centuries to assemble.

Mr. Magician must face a whole army of different fiends in order to complete his task. At the weak end of the baddie scale there is a relatively dumb ghoul with his head where his stomach should be, in the middle of the scale comes deceptively innocent looking Jack and Jill clones, while at the terrifying end there are viciously strong mutant bearded Monks and fast, furious Chinese mime artist impersonators from hell who can move around the turf faster than a teacher's pet in gym class. You must also avoid the many bundles of rocks and other obstacles which litter the screen and opposing characters may chuck nasty life draining balls at you.

Every cloud though, they say, has a silver lining and Mystical's is that your Magician can use the various scrolls and potions he collects to protect himself on the journey. These vary widely from Scrolls that send Magic Swords ahead to engage enemies, to Ice Torpedos that turn an enemy into a melting Frosty the Snowman or slime torpedoes that turn him into a hopping mad frog. The Phials contain potions which among other things give your man firepower, the ability to strike fear into his foes or to clone himself to confuse them. It is also possible to store up to eight spells and use them at random and he has three lives available to complete the adventure. Life force, indicated on the right of the main screen is sustained by eating burgers which are littered throughout the worlds.

There are four game scenarios, each vertically scrolling with three individual sections. To get between each section you must







TICAL

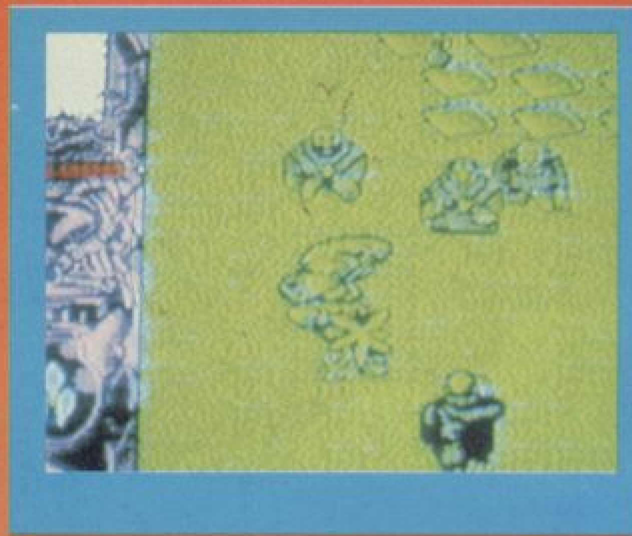
place the Magician over a star, marking the spot where the Great Wizard will transport you to the next danger-filled zone. This is carried out without too much ceremony, rather like Scottie beaming the Enterprise crew up without actually making a fuss about it (" hoots mon she'll nay hold together if we transport yee withoot a wee bit o' ceremony the noo ").

In two player mode the second player takes over the role of a Golem (see fax strip) who hops around the screen like a springy old sack of potatoes, jumping on the various enemies that are out to stop the quest. He loses power easily and then disappears underground until his stock is replenished. To be completely honest this is a really boring role and should strictly be reserved for younger brothers and other easily coerced people.

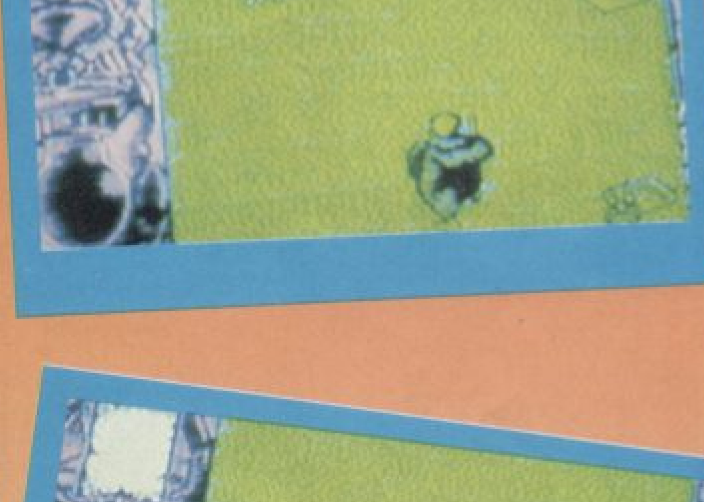
Although graphics are plain everything is very clear which is good because there are twenty four different spells and a multitude of different enemies to contend with. All characters are instantly recognisable and scrolling is smooth. The magician and Golem are sometimes slow at responding to commands but this is not bad enough to seriously affect game enjoyment. The tune on the opening screens is neat, sounding a little bit like Barmitzvah music but the sounds during the game, although numerous, are a bit dull.

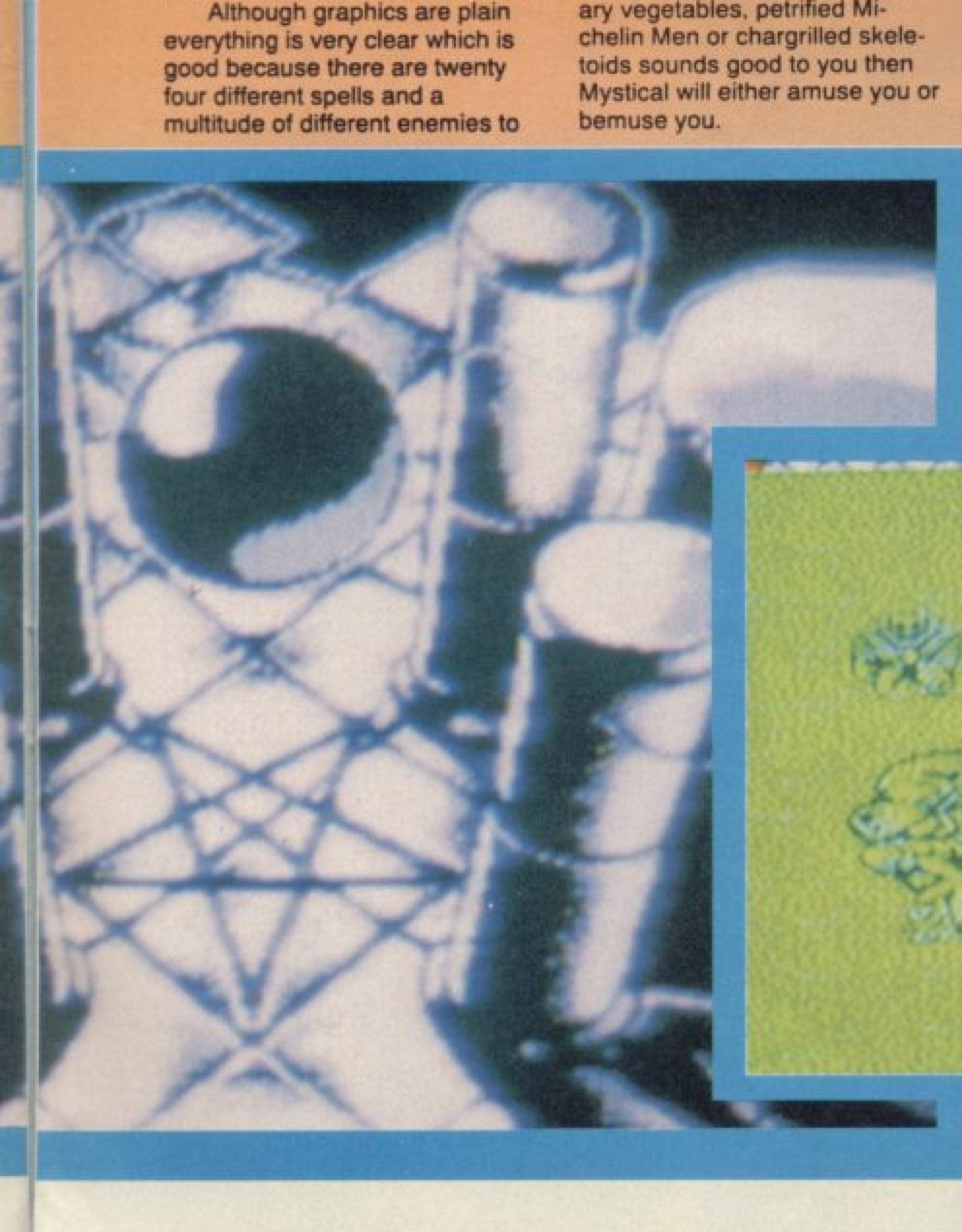
Mystical is a playable, humorous, quirky game with a very simple plot and a big world full of nasty characters and dangerous spells. If turning foes into temporary vegetables, petrified Michelin Men or chargrilled skeletoids sounds good to you then Mystical will either amuse you or bemuse you.

SU SILVER











scores

GRAPHICS	83
SOUND	74
PLAYABILITY	90
LASTABILITY	84
OVERALL	84%

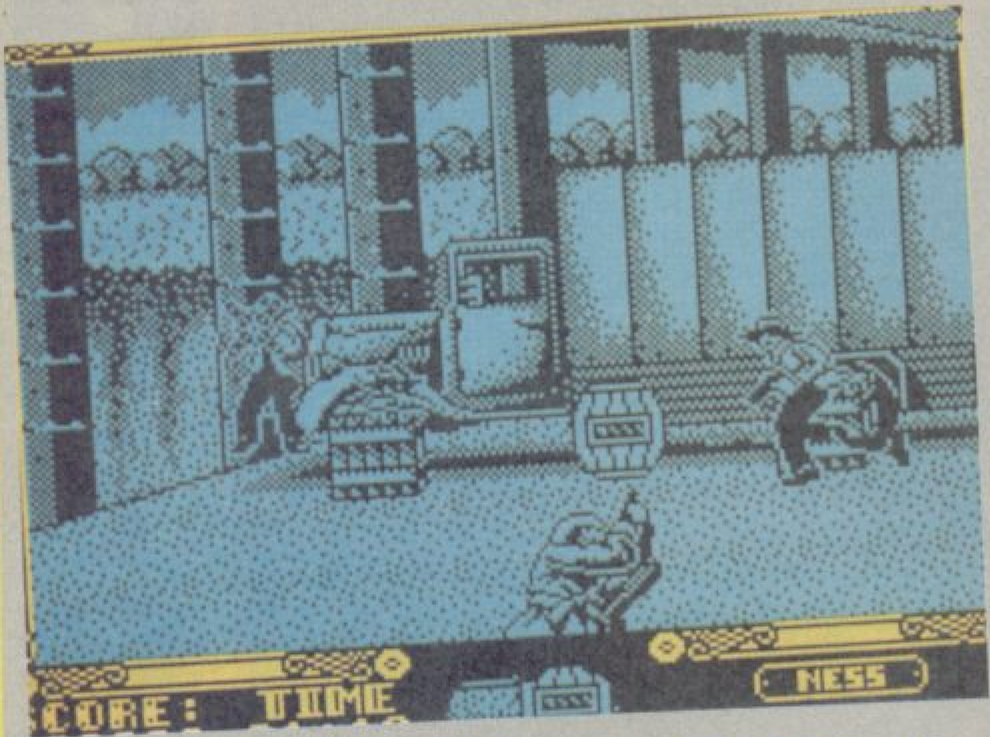
Alan Dykes

An, absorbing shoot 'em up with a simple concept; frightening foes and the greatest variety of offensive and defensive spells and potions that I've ever seen. Worth a look if you want to play something a little bit different.

Review

MATT
Unlike Steve, I ended up in Southend and had to spend the weekend looking at the horrible architecture and people. Still, Mystical is a fun romp through magic worlds, with

STEVE
I wanted to review Mystical because it's so exciting but I went to a party last week and ended up in Miami with no ticket home. After managing a rock band for a few days I finally got the money together for the return flight. Mystical kept me going for that dark week in paradise and I can highly recommend it to anyone as a really fun game.



HAC

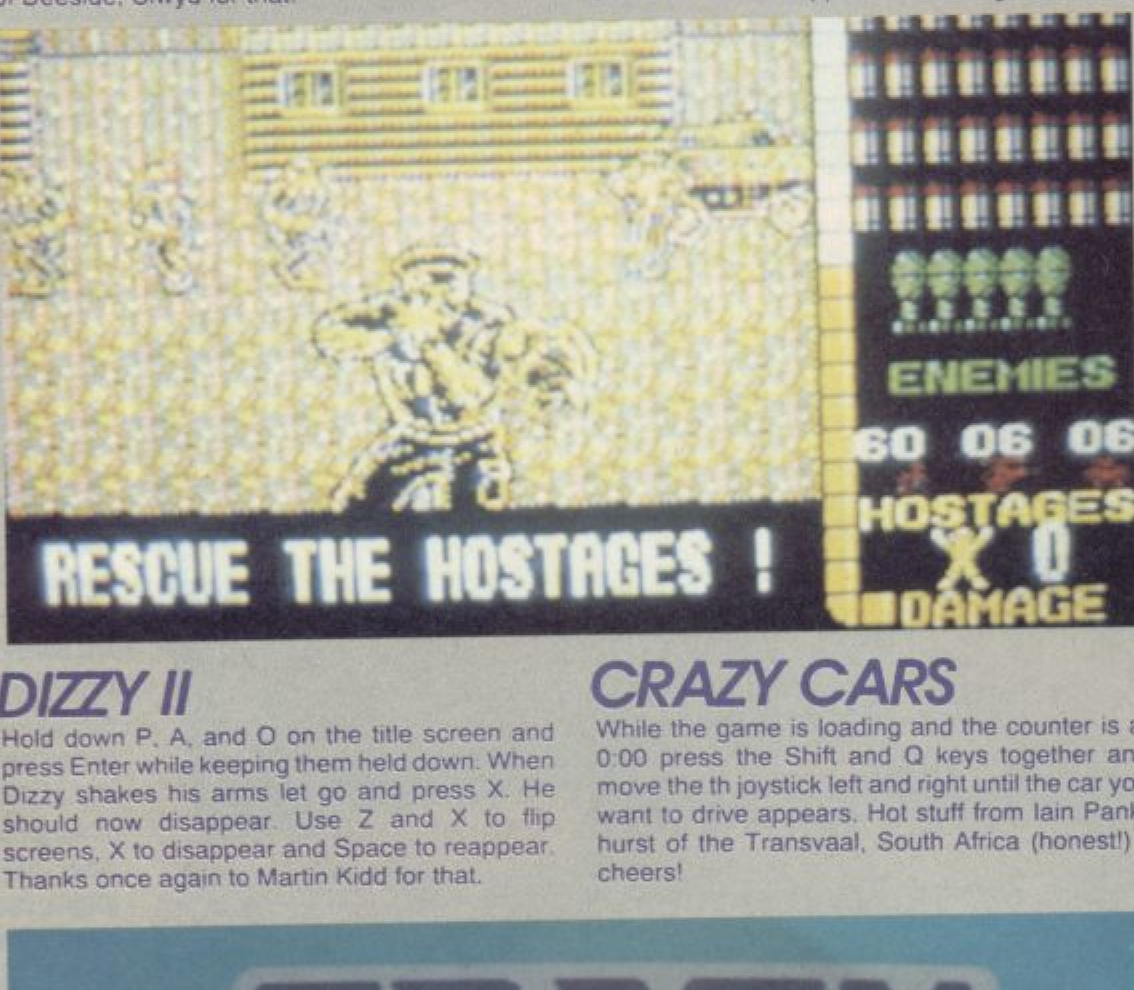


UNTOUCHABLES

While playing press down the following keys: QWERT. This advances the game a level, but if you want to try out the test mode, enter your name as Humphrey Bogart. Thanks to Steven Bennet of Deeside, Clwyd for that.

OPERATION WOLF

Want to start the game on level six? Well just load the 128K version in 48K mode, or the 48K version in 128K mode, and voila! Straight in at the difficult end... Thanks to Martin Kidd of Bridgwater, Somerset who's supplied a load of great cheats.



Wecome to five whole pages of the Hacking Squad - we're back and we're meaner than ever. Which is probably something to do with the infamous hippy, Mr Keen. You see, he took us all to a (very) heavy metal rock nightclub the other week

DIZZY II

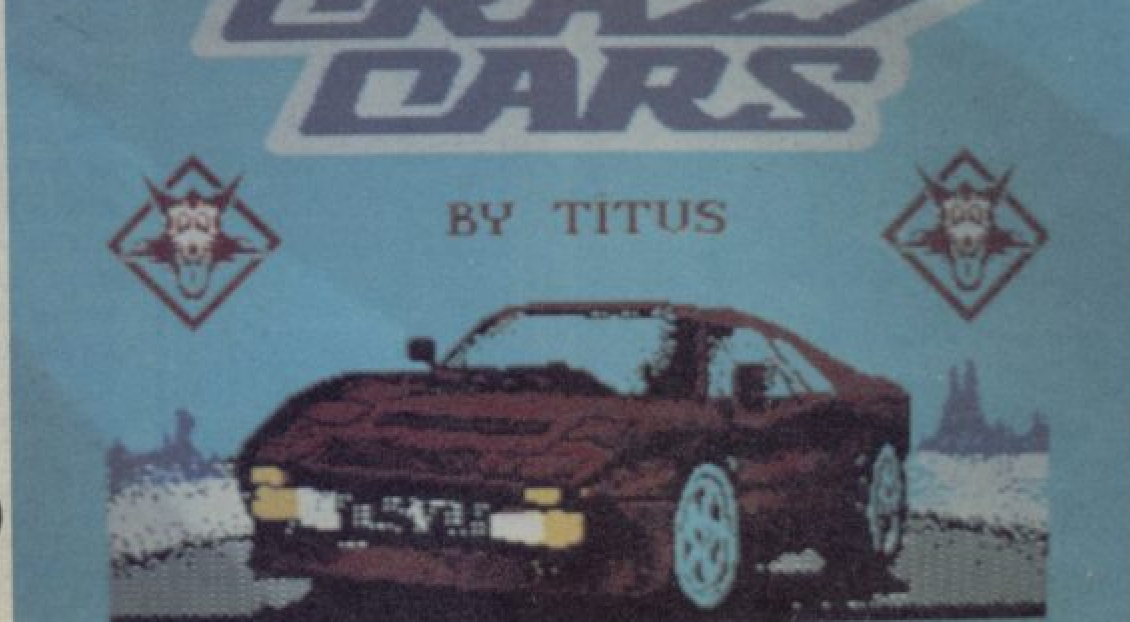
Hold down P, A, and O on the title screen and press Enter while keeping them held down. When Dizzy shakes his arms let go and press X. He should now disappear. Use Z and X to flip screens, X to disappear and Space to reappear. Thanks once again to Martin Kidd for that.

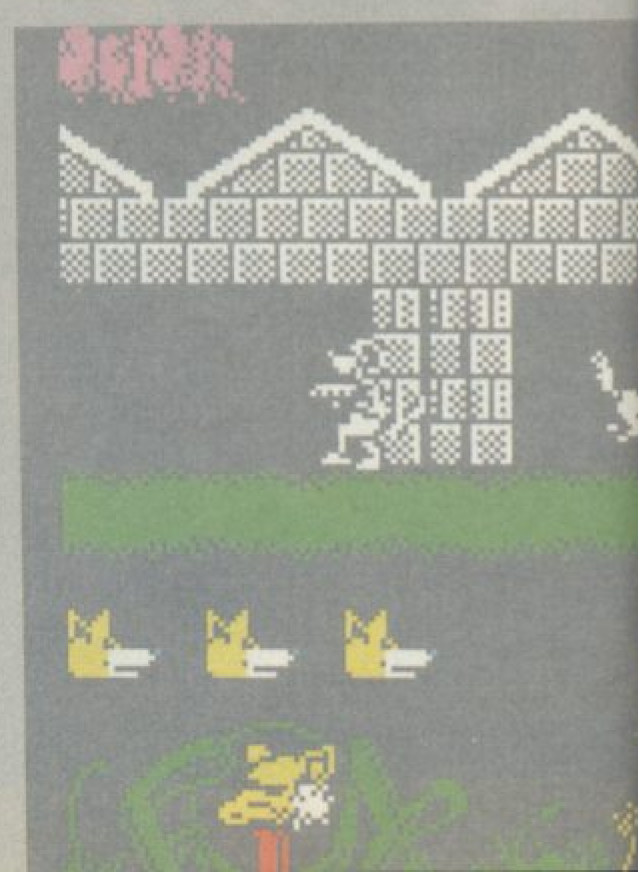
CRAZY CARS

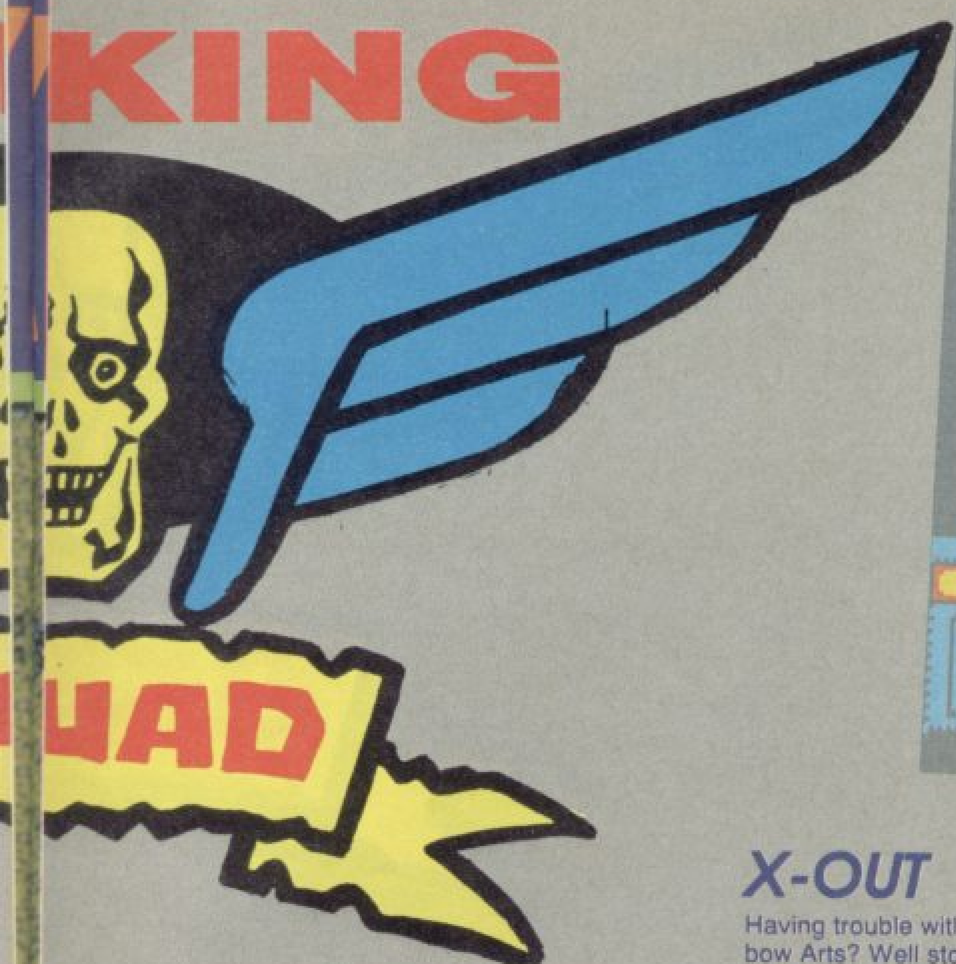
While the game is loading and the counter is at 0:00 press the Shift and Q keys together and move the th joystick left and right until the car you want to drive appears. Hot stuff from Iain Pankhurst of the Transvaal, South Africa (honest!) - cheers!

FOXX FIGHTS BACK

This Covertape game is obviously popular, and Tony McCrudden of Jarrow has supplied us with some handy hints to help those crafty bunny-bashers out there. Keep jumping to get around, and try not to eat all the rabbits in a warren the first time you visit it - leave some in case you run into trouble later.

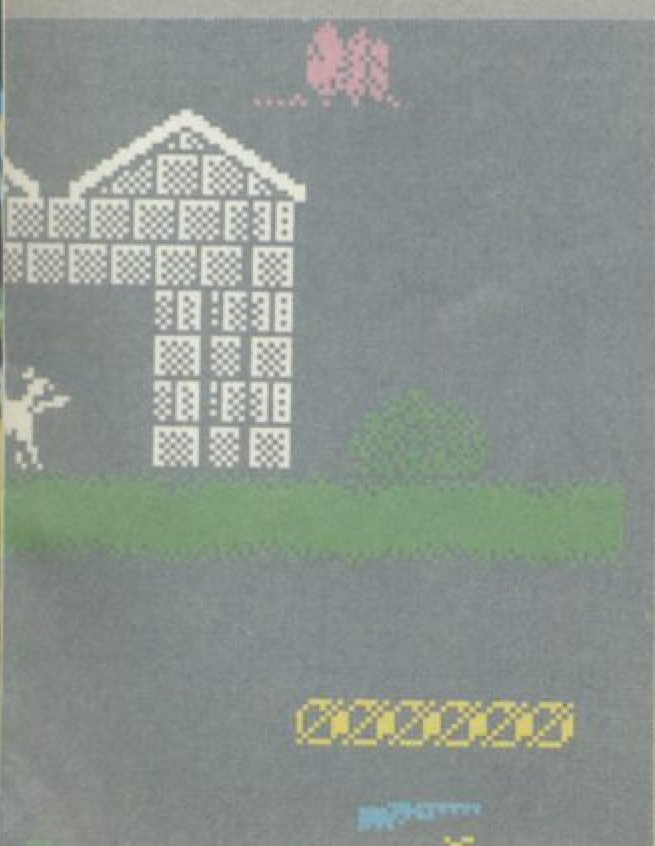






and the true character of all the Hackers on the crew came out. Of course Steve Keen (Mr Metal to his friends), just sat there in his Cartier Balaero jacket whilst we all sweated it out in our biker jackets. And so, all the girls there just homed in on the lovable hippy. Here's his tips...

When jumping be careful not to land in the farmer's traps. Take a long run-up before jumping water. Don't shoot chickens but try to catch them by continuously jumping after them, as they return your energy. Always collect four items of food before returning to the den.





X-OUT

Having trouble with this shoot 'em up from Rainbow Arts? Well stop crying, 'cos Mark Shepherd of Kincorth, Aberdeen has a nifty cheat guaranteed to make you smile again. Pick the smallest ship and move it until it's just above the downward-pointing triangle. This gives you a ship with an array of weapons and, even better, you should now have infinite lives! The other ships only have one weapon, but thankfully this is a doozy and can blast just about anything. Look out for the message at the end!

SHARK

Here's a POKE listing for all those in desperate need of help in finishing this game:

```
10 CLEAR 32767
20 LOAD "" CODE 65024
30 POKE 65147, 90:POKE 65148, 57
40 FOR F = 23296 TO le9: READ A
50 IF A = 999 THEN RANDOMIZE USR 65024
60 POKE F, A: NEXT F
70 DATA 175, 50, 183, 204: REM Weapons
80 DATA 175, 50, 59, 190: REM Lives
90 DATA 62, 201, 50, 37, 192: REM Immunity
```

Ta very much to Tony McCrudden of Jarrow, Tyne and Wear!

PANG

Andrew Gray of Coudenbeath, Fife, has sent in a Poke for this great game that received a whopping 95% in December 1990's issue. So if you want to burst some more bubbles, type in this code!

```
10 REM PANG
20 CLEAR 3144:FOR N = 23497 TO 1149
30 READ A:IF A 256 THEN POKE N,A:NEXT N
40 RANDOMIZE USR 23496
50 DATA 221, 33, 242, 174, 17
60 DATA 28, 16, 62, 255, 55
70 DATA 205, 86, 5, 48, 241
80 DATA 62, 222, 50, 52, 190
90 DATA 195, 81, 175
100 DATA 50, 109, 138
110 DATA 50, 141, 138
120 DATA 195, 23, 190, 999
```

ROCKSTAR ATE MY HAMSTER

Yum yum! Those crunchy rodents, great with barbecue sauce, are the subject of a set of tips sent in by Simon Gould of Warrington, Cheshire. Everyone wants to manage a popular group and here's how. He suggests getting three quarters of the stars, but make sure you don't accept the first record deal you're offered. Don't take a sponsorship deal because Lievi Jeans end up making people sterile, Buddwieser beer is addictive and Soma televisions explode! Always re-record if someone steals the tape, and always choose to "send the boys around" - who said violence wasn't the answer to anything? Choose the dodgy gear, and build up to stadiums charging 10 - you'll amass 100,000 very quickly. Release the stars when you have four or five million quid. Make a video and choose Simon Cheeseburger to direct. Simon's final tip is to avoid doing publicity gimmicks too often!



PIPEMANIA

Let's get that flooze flowing! Kevin Whitley from Clwyd, North Wales, has sussed the codes for this great puzzle game and here they are!

LEVEL 5 = DISC
LEVEL 9 = NAIL
LEVEL 13 = ONCE
LEVEL 17 = ROPE
LEVEL 21 = PENS
LEVEL 25 = SLIP
LEVEL 29 = EACH
LEVEL 33 = RISE

RENEGADE

Yet another cheat from Martin Kidd! Hold down Q and T on the title screen then once in the game hold them down to complete the whole thing.





SLIGHTLY MAGIC

PART ONE - The castle

Go right and pick up the bucket in front of Snort. Go back to the laboratory and give this bucket to Hic. Walk left past him and pick up the bucket in the next room. Jump left across to Frazzle and give him the bucket. Pick up the third bucket and the Megaphone and jump back across to the right where you entered the room. Drop the bucket and the megaphone. Walk left and fall down the first gap into the cellar. After you land jump very carefully to the other side of the room and pick up the pile of stones. Jump rightwards and pick up the skull. Go right, jumping over the spikes, into the next room.

Move right until you are near the rock monster, then give him the pile of stones. Return to the room on your left, jump over the first set of spikes, and stand until you are just to the left of the red wall coming down from above.

Press fire to bring up the menu of what you are carrying, select return and don't drop and immediately jump upwards and keep on jumping. If you are in the right place you will climb the stairway. Keep going up and as soon as you enter the room above go left and you should land on the ledge at the bottom of the screen.

Jump to the left and land on the wooden ledge. Pick up the magnet. Walk left and fall down to the room below. Carefully jump up the stairway to return to the room above. This time don't go left but keep on jumping until you get to the floor with the bucket and the megaphone in it. Pick up the bucket and drop the skull. Walk past Hic until you arrive in front of Snort.

Give Snort the bucket. He will sneeze and light a fire. Go into the next room, the flight of stairs. Jump on the first three steps and stand facing left with the tip of your left foot at the left edge of the step. Jump onto the small ledge and turn right. Go to the right edge of the step and jump left into the room above.

Walk left into the next room, continue left until you fall into the room below, containing Zip the dragon. You will land on a ledge. Walk to the right and fall to the ledge below. Use the magnet to pick up the pin. Walk to the right wall, turn and move one step to the left. Jump onto the ledge you originally landed on. Move left and right until you are standing half way over the right ledge. Now jump right. You should land on the yellow ledge at the top of the room. Move to the left of this, standing halfway over the left ledge. Jump up. You should now land on the steps in the room above. Climb left up the three steps and fall onto the floor. Move left into the next room. Keep on until you fall into the room below the flight of stairs. Jump to the small ledge. Go left and jump to the haunted east wing. Walk left along the floor and fall into Snorts room. You will have landed on the window ledge walk left and jump into the laboratory. Now touch the book.

Keep going left, fall to the floor, climb the stairs, go past Hic, keep going left and fall into the spooky cellar. Go right to the rock monster's room. Jump onto him and the jump onto the small rock to the right. Watch the stars on the left carefully. You need to jump on one to your left hand side of the bubble. This is difficult.

When you are standing next to the bubble use the pin you have to burst it. You can now walk to the top left of Spooky cellar. Jump into the room above, then move right and touch the magic wand. You now have magical powers.

Go back to where the bubble was, then go right to land on the floor and left back to the stairway. Go to the top of the room where Frazzle is and move to the right. Pick up the skull and the megaphone. Walk right past Hic and keep going right. Jump over the fire in front of Snort. Keep going right and jump as you did before. Now go back to Zip the Dragon's lair. Then move as you did before to land on the three steps and pick up the fright spell, to frighten ghosts away. Jump left onto the ledge and pick up the hearing spell after jumping left on the ledges. This spell will be activated by the megaphone that you have. Go back and retrieve the flea collar. Then work back to the ledge holding the spell book.

From here jump onto the ledge to the left of the spell book, then jump left, landing beside Herbert, the deaf guard on the left. Use the hearing spell to cure Herbert and Hubert then walk to the left of the haunted west wing.

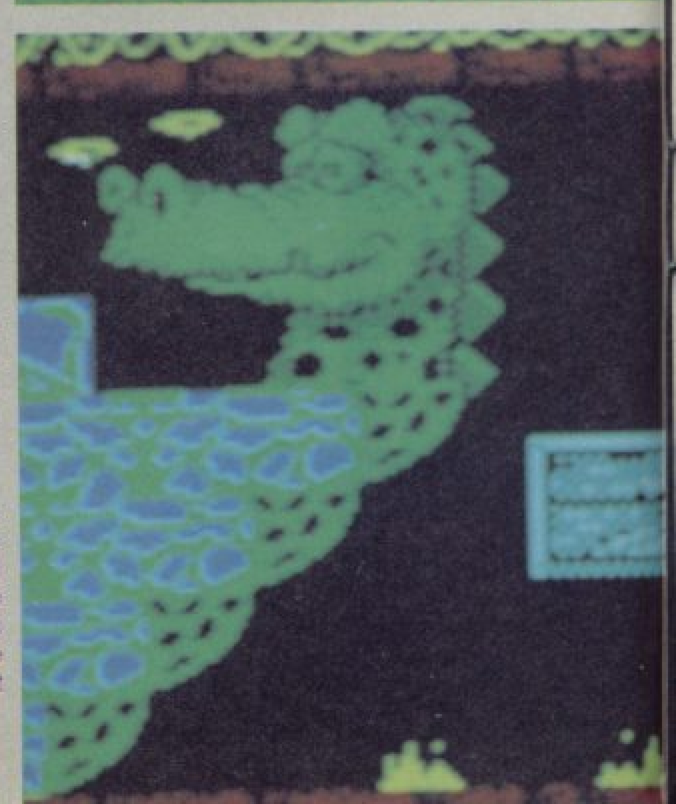
Carefully avoiding the ghosts and torches jump to the top of the stairs at the left of the room. From here jump to the right, and onto the window ledge to the right of the ghost. Jump up and right to land on the gallery above Herbert and Hubert. Go right picking up the stars and right again to pick up the flea spell. This will be activated by the flea collar you have. Go back left, fall into the haunted east wing, then walk right, until you are at the edge of the gap in the floor then jump to land on the high ledge of the laboratory. Walk to the right edge of this, then jump right to land in front of Hubert. Walk right, up to the Giant. Use the flea spell to get across the castle moat.

PART TWO - OUTSIDE THE CASTLE

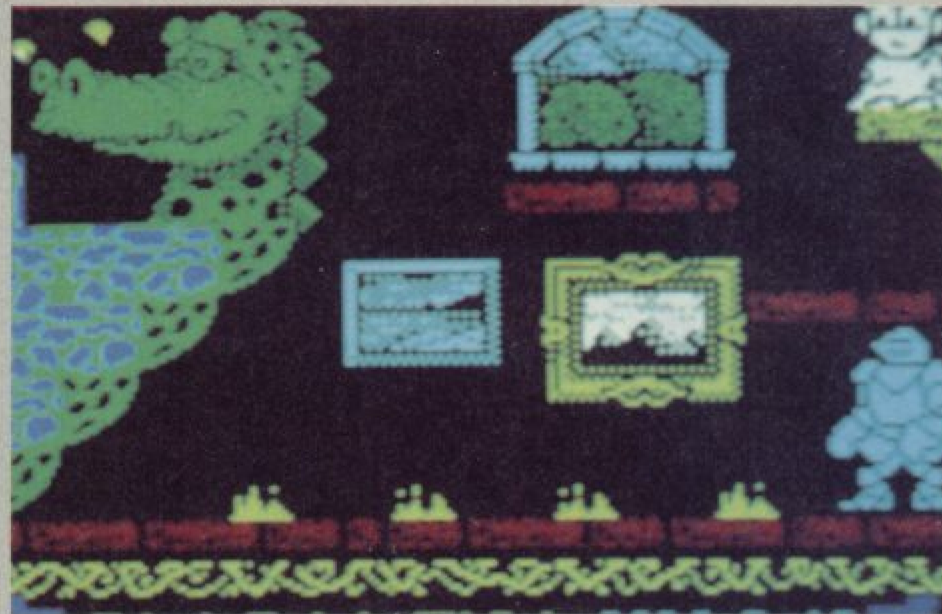
You are now standing on the grass to the right of the moat. Walk left and fall into the moat. Take the left exit out of the moat and move right to collect the star. Move left, jump over the banana skin, pick up the watering can. Keep walking left, over the block, go left and pick up the fish spell.

Go right and jump onto the block and onto the middle ledge at the right. Walk right and jump onto the first two steps. With slightly facing left, and half way over the edge of the ledge. Jump left to the top level. Walk left and keep going until you drop to the middle level. Go right and fall to the bottom level, walk left back into the dried-out moat.









Use the watering can to wet the small plant in the middle of the screen and be sure to pick it up again after the sunflower has grown. Now climb up the sunflower, jump on the steps at the right, then up to the land on the grass on the land above.

Drop the watering can and return to the moat. this time take the exit to the right then jump onto the middle level. Walk to the right and collect the scissors. Go back to the grass above the sunflower. Keep going right, jumping over the patch of hot sand, and keep going until you reach the yo-yo-ing cat.Use the scissors to cut the string of his yo-yo. Now pick up the goldfish bowl. This will now activate the fish spell. Go back and get the watering can and stand by the hot sand.

Use the watering can to open up a hole into the undersea kingdom, use the fish spell to change into a fish and go down the hole quickly.

Fall onto the rocks below and go to the left. Pick up the star and move down, left, up, left to pick up the jelly from the side of the jelly fish.

Give the jelly to the other jelly fish which is blocking the pathway. Go along this pathway and collect the plunger. Now go back to the first underwater location that you entered. Exit through the top right. Pick up the explosive spell here which will be activated by the plunger.

Now travel right following the water's surface until you reach the rock wall. Travel down the opening here then move left until you reach the sea bed. You will come to another wall that has two large rocks. Use the explosive spell and turn back into a human and fall down the hole that was left by the explosion.

You will land on top of a cloud, walk to the edge of this and jump right into the next location. When there you will be able to pick up the flight spell. If you fall off the clouds you can get back up by going to the location left of the trees base. At the right of the screen are a bunch of flowers that you can climb up. Position yourself at the top of these. Move slightly right with slightly's right foot just supporting him on the flower. Now jump up and quickly right and you should land on a tree and be carried to its top.

Move right along to collect the star, drop the fish spell. Then jump to the highest point of the tree. Position yourself at the top of the tree, near the black break jump Upwards and quickly left. You should land to the right of another cloud supporting a candle. Get the candle. Fall to the ground, travel left to the flowers you used as a ladder and drop the candle. It will frighten the wood elves away. You can collect the feather which will activate your flight spell.

Travel right from here, keep going until you reach the gingerbread cottage. Jump the banana skin and enter the cottage.

Use your flight spell to turn into a bird and collect the water pistol. Fly left until you come to Hic, Snort and Frazzle. Use your waterpistol to put Hic's flames out, then collect the key. Go right to the two red trees and drop the key. Turn into a bird and fly up to collect the dead mouse. Land and turn back into a human. Drop the flight spell and pick up the key.

Walk to the witch's cottage, watching for the banana skin as you go. When inside the cottage stand at the left and use the key to open the cellar door. Go into the cellar, onto the bottom step, and jump onto the ledge holding the lower cat. Don't move right until you have given the cat the dead mouse. Now collect the vanishing cream.

Climb out of the cellar and return where you dropped the flight spell. Use it and fly into the tree tops to get the invisibility spell. This will be activated by the vanishing cream. Now fly right into the next location and use the invisibility spell. This will hide you from the witch, if she's here. Fly up to the spoon and collect it, leaving the invisibility spell behind. Return to the ground and human form.

Walk left to Hic, Snort and Frazzle and turn into a bird. Fly to the location above, then left and another one above. Collect the cook spell which will be activated by the spoonful of sugar.

Return to the gingerbread cottage, fly over the cauldron and use the cook spell to release Hansel and Gretel. Go back to the two red trees and collect the penny. Then go right from the ginger bread cottage and to the wishing well. Drop your penny into the well and jump in. MAKE A WISH.

You'll land in the caves of the sunburnt dragon.

Jump to the top of the small pile of stones you land on, stand at the centre of the top stone. Jump up and left. Go left to collect the suntan lotion. Go back right, and land at the right of the small pile of stones. Go left and fall into another room.

From here go left, fall, and land on a rock dividing two pathways. Jump to the right, then jump to the right onto a platform with a banana skin on it. Jump over the banana, and stand at the rightmost edge of the platform. Jump to the right.

You should land in front of the sunburnt dragon. Give him the sun burn lotion and you've completed the game!





WELL DONE!!

HINTS

FIND THE MAGIC WAND AND READ THE SPELL BOOK, TO ALLOW YOU TO CAST SPELLS!

EACH SPELL NEEDS AN OBJECT TO WORK WITH IT.

STARS REPLENISH YOUR MAGICAL POWERS.

RUN OUT OF POWER AND A SPELL WILL STOP.

20 STARS GAIN YOU AN EXTRA LIFE.

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HACKING SQUAD



NIGHT BREED THE SOLUTION

LEVEL ONE

From the start, go right three screens. Then take the exit at the bottom of the screen and then go down again. If you then go left you will find the pass key for level 1. There is also an energy bubble here so you can restore your lost energy. After this go right and then down. There will either be a pit key here or a mine. If there is a pit go down it and you will appear on level two. If there is a mine you should stand on it to explode it. This will create a pit for you to jump down to level two.

LEVEL TWO

To get past the falling rock you should walk slightly under it and the shoot back towards the left. It will then drop and you can walk past it with no damage to your energy. Now from this room go right and then down the ladder. To escape from the jumping frog stand in between where it is and were it jumps to. Once it is on the far right you should start running left and go through the door. Now go left and climb down the ladder. Once you are there go left again and use the same procedure as above for the falling rock above the door. Go through the door and try to get to the man with the machine gun as soon as possible. Kick his butt and pick up the pass key to level 2. Now go out of the room and go right, then up the ladder, then right again. Instead of going through the door go right again and drop down the crevasse. You will have to go right and then up the ladder (Watch out for the flying monster) Then go through the door and down the ladder. Jump over the emerald sort of thing, go right and down the ladder and then left. Fall down the hole in the ground and you will fall into level 3.

LEVEL THREE

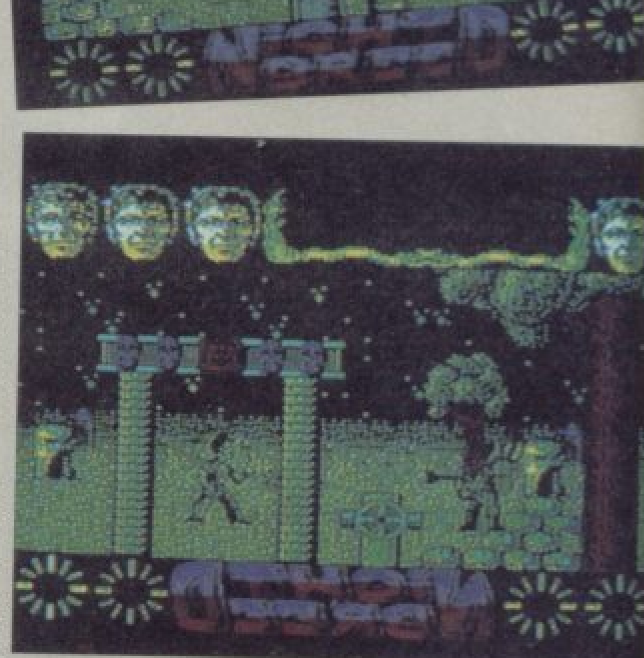
From where you fall down, climb your ladder and then go left. Climb down another ladder and you end up in Berserkers corridor. Now go left down the corridor and up the ladder, left again and up another ladder. Go right this time and up a ladder. Now it's butt kicking time as you have to lay into "Mr Split Personality" Decker. After you have dealt with him you can pick up the level 3 pass key. Climb back down the ladder, left, down the ladder, right, down the ladder. Now go right again and down the ladder go right for four screens until you enter Baphomet's room. Enter and you will be treated to a nifty sequence of pictures when Baphomet christens you as Cabal. After this head back along the berserkers corridor and open the door. Go left, up the ladder, left, up the ladder, right, up the ladder, left, up the ladder beat up the giant and go through the door, and that's it, you've freed the Breed!!

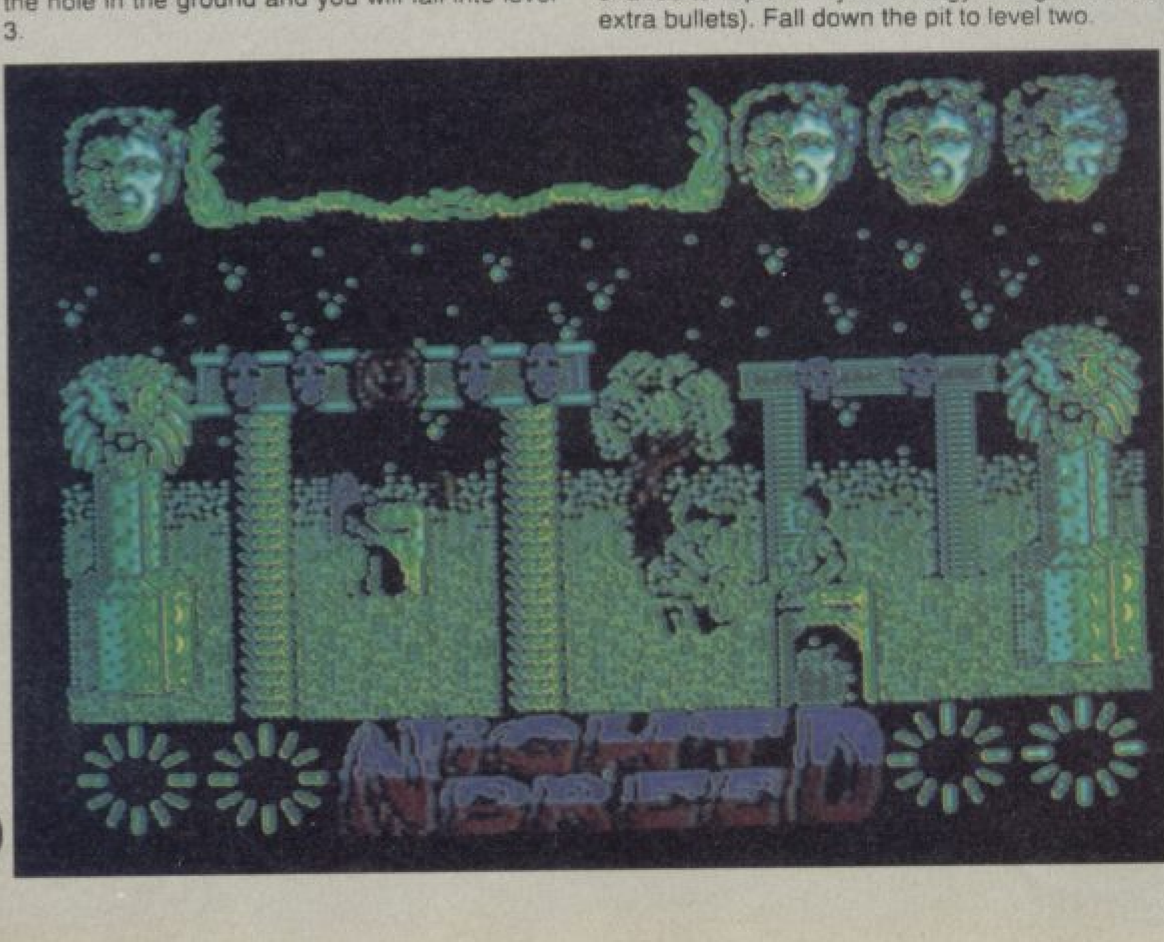


BACK TO LEVEL TWO

After stopping the tape push your joystick right and quickly go up the ladder, if you don't you will be flattened by a falling rock, then a bomb will hit you and to top the lot your gun gets pinched. Then go left twice and go up the ladder. Go right and through the door, left and then up the ladder. Beat another giant up and go through the door and you have freed more of the Nightbreed!!

As soon as you go back to level 2, go through the door that the computer puts you close to. This takes you back to level 1. From where you end up, go right and then right again and then through the door. Then go left and through the door again. Then go right and right again (this gives you a chance to replenish your energy and gain some extra bullets). Fall down the pit to level two.





BACK TO LEVEL TWO AGAIN

Keep going right and then fall down the crevasse. Then go right up the ladder and then through the door, down the ladder. You should now be back in the room with the emerald. Do the same procedure as last time and fall down into level three.

BACK TO LEVEL THREE

Climb down the ladder and go left, down the ladder and left again then climb down another ladder. You will now be back in the Berserkers corridor. Go left, then climb the ladder, left again, climb the ladder. Now go right and up the ladder. Decker is waiting again. Fight the final battle against him and you will rescue your girl friend, Lorinda. Now go left and climb up the ladder, right and through the door.

LEVEL TWO (POSITIVELY, DEFINITELY FOR THE LAST TIME)

Use the same route as you did when you came up from level three last time. Get to the door and you'll be treated to a lovely romantic scene.

THE END!

Oh yeah, and don't forget to turn into Cabal by pressing T when you fight the big meanies or you'll be in BIG trouble.

THANKS TO MARK BROGAN, Scotland

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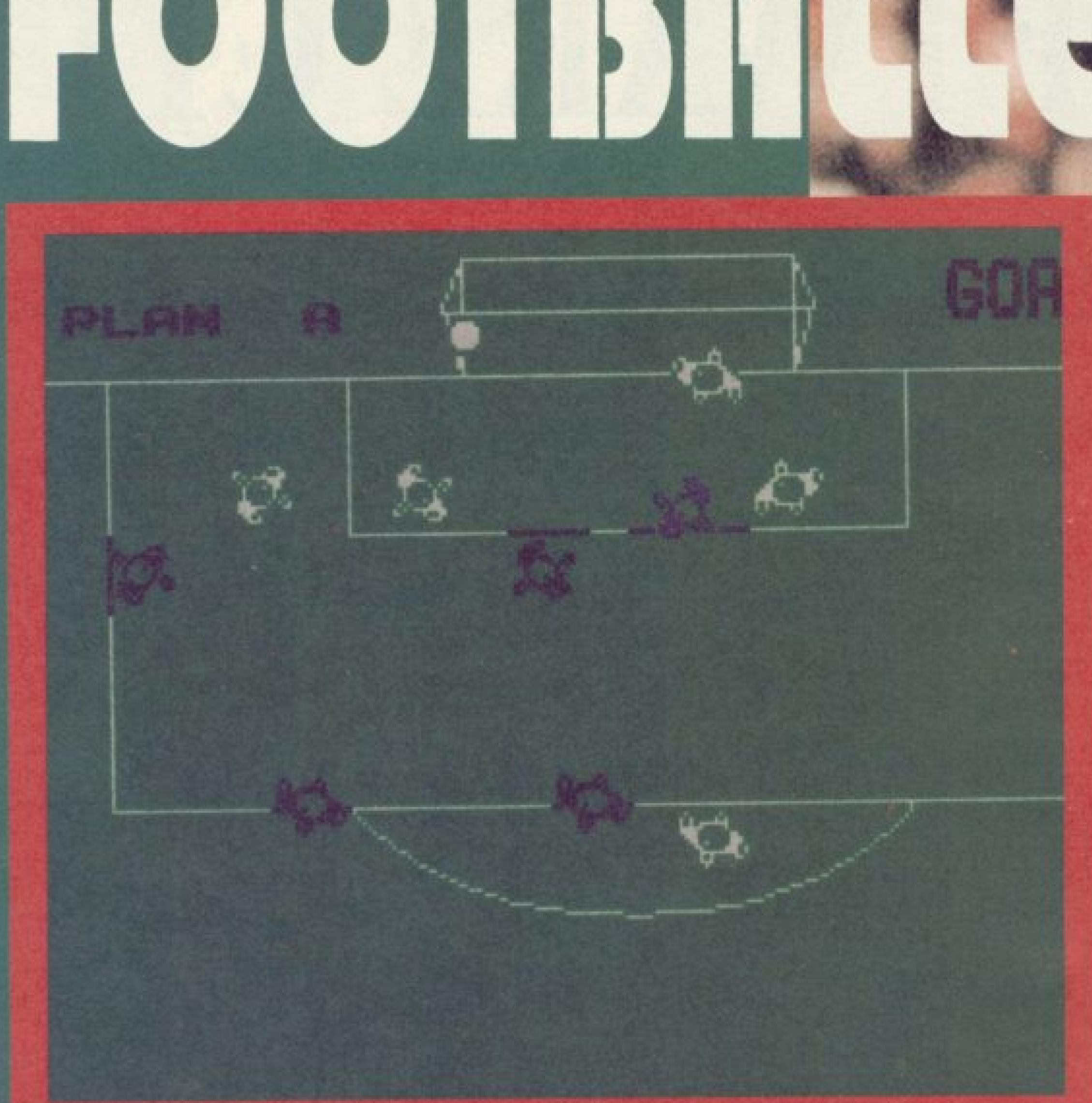
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Review

FOOTBALLER OF





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FOOTY FACTS!

he longest game ever layed was between Sanos and Penaro F.C on August the 2nd/3rd 1962. The natch lasted for 3 hours 30 ninutes.

he longest ever British ame was between Donaster Rovers and Stockort County on the 30th larch 1946. The game isted 3 hours 23 minutes.

he longest unbeaten run as by Celtic who were unefeated in sixty two matнes. Nottingham Forest anaged to win and draw irty two consecutive ames in the first division.

he largest number of postonements was 29 due to ad weather conditions. he match was between alkirk and Inverness istle in 1978-9. Eventally Falkirk one the match -0. Good 'un Falkirk!

occer, or English football, now the most popular port in the world (not poxy d volley ball like most eople think!).

e longest match in Brith football was between ockport County and Donister Rover. It lasted an credible 3 hrs 23 mins.

When Footballer Of The Year 2 dropped through the letter box groans of depression swept through the office like an Intercity 125 out of Hell (or maybe Doncaster). Even the doormat raised its bristles for an exasperated sigh of disbelief. Another computer footy game? I'd rather watch repeats of Highway! So wearily I plugged it in, praying for something different and to my surprise it was.

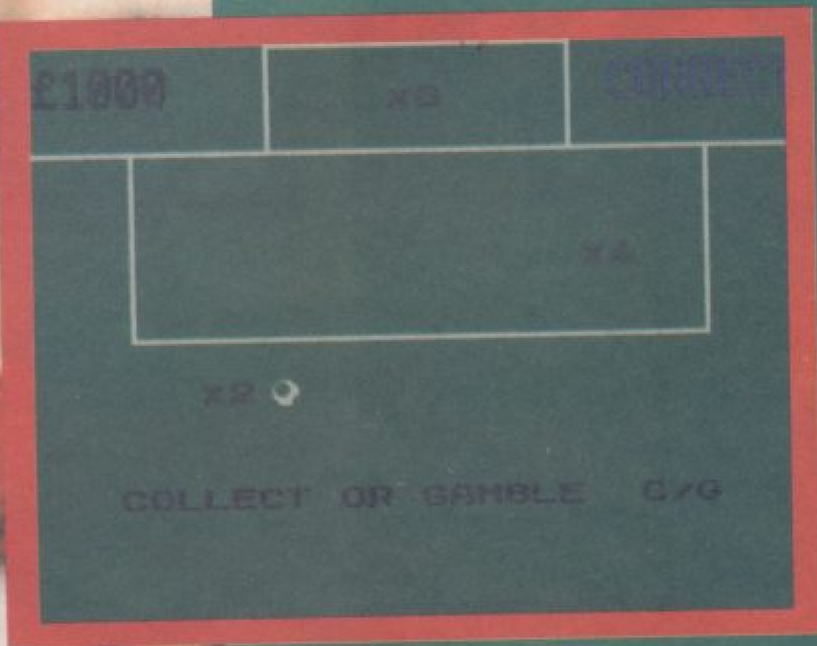
It takes many qualities to be named footballer of the year so, be prepared, that's what your out to achieve here in a quest for cash and mastery of the football world. Not only do you have to win the matches, but you have to finance your progression too. After all footballers today have to know almost as much about investments as they do about selling a dummy on the pitch.

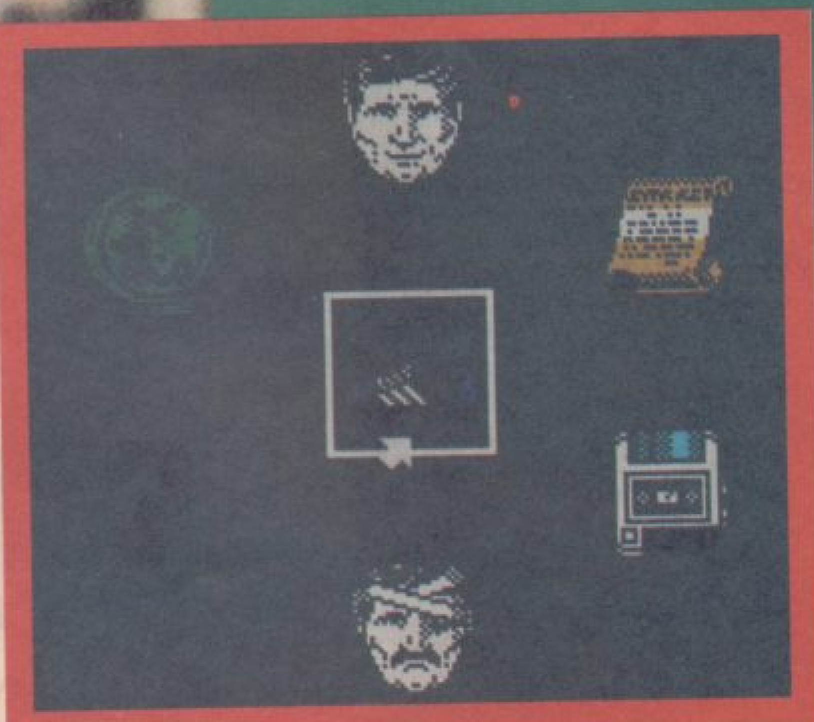
The football game element takes a noticeable back seat and is only represented in the form of free kick type set pieces shooting for goal whilst most of the time you juggle your cash. Funds are raised by embarking on a Give Us A Break type quiz game. You can bet anything up to 500 pounds on answering the footy-orientated questions correctly. If you succeed you have the opportunity to double your cash up to four times, but if you fail it's on the cards that you'll have less dosh than Tottenham Hotspur!

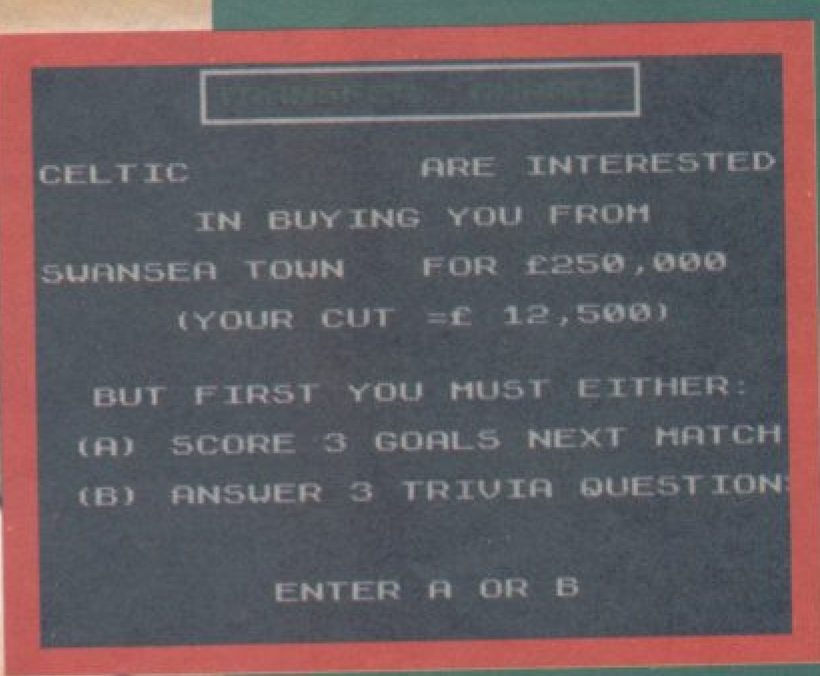
Eventually acquiring the readies, you can either spend them on a Transfer Card to buy one of those lucrative star players or Goal Cards which have to be purchased for you to get a taste of putting the leather in the net. All rests on you scoring goals. Every now and again the game will be interrupted with a message telling you of the tally you have to reach and your reward if the total is achieved. A two-goal win might get you selected to play for England or advance you to one of the five league and Super World Cup tables. This is where the Goal Cards come in as they are used to select up to three set pieces at random from a directory.

THE YEAR 2









GRAPHICS	60
SOUND	60
PLAYABILITY	55
LASTABILITY	63
OVERALL Steve Keen	**60%**

Every set piece is shown to you on a blackboard and the formation and path of your players indicated by white lines. You have to follow these in order to hopefully intercept the ball and send it home.

Statistics are monitored at all times as well as your placing in the endless tables you find your self flicking carelessly through. In fact the whole thing is pretty uninspiring. It's almost impossible to remember your player formations when trying to score more than one goal and the graphics, considering the style of the game, are appalling. I can appreciate what has been attempted here, but it's all so tedious. Only the small quiz section held any interest for me and there are much better quizzes dedicated to that type of gaming. One I would want to avoid



GARTH:
Oh dear, there really is a problem with footy games on the Speccy and this game actually strengthens the arguement. Although not a bad attempt, it's not worth shelling out for.

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LABEL:
Empire

MEMORY:
256k

TAPE:
£11.99

DISK:
£14.99

PIPE MANIA

Funny isn't it, nearly all of the great puzzle games from the past year began with a "P", Plotting, Puzzhic, Pick "n" Pile and....

ANDREA

I work in a sewer, so it's no problem to play a game set in a drain! I like this, the conversion is fairly accurate. Jolly spiffing stuff.

One "P" game had a massive impact on 16 bit computers when it first made it's appearance and sure enough it was only a few months after it's surprise success that it beat a hasty path to us 8 bit users as well, what's more it turned out to be a bit of a classic! What was this infamous puzzle game I hear you cry? Why it's none other than Pipe Mania!

The game is simplicity itself, just lay the pipes for the "Flooz" to flow through, lay enough pipes and you get onto the next level. The first few levels are no problem and you can get acquainted with the game's flow very quickly before things start to hot up! Hindering your progress through the levels are all manner of nasty objects like spanners and stop signs that have to be steered around or passed through. There are some helpful objects too like reservoirs that can slow the rate of the "Flooz" for a short time and bonus tiles that you can direct your flow of gunge through.

When you have became fully accustomed to the run of things and you think that you have well and truly got the game sussed the computer starts putting in some End squares to direct the Flooz into before you are able to complete a level.

Sounds great, and indeed it is until you spot the few small niggles that the programmers didn't deal with properly. There are only a few and you don't often come across them, but they're there none the less. For instance the title placer that you control doesn't go diagonally and if you want to use the keyboard in the expert mode and input one of the passwords afterwards you could well feel like giving your Sam a swift kick in the joystick port as it is an unnecessarily complex procedure. Other than that the game is good fun, has an excellent bouncy tune with some good sound effects marred by a fiddley selection process.



scores

GRAPHICS	75
SOUND	79
PLAYABILITY	72
LASTABILITY	75

OVERALL 77%
Mark Towse

A great game that works well on the Sam. Check it out if you're a puzzle fan like me - it's a hoot.

LABEL:
Tengen

MEMORY:
256k

TAPE:
N/A

DISK:
14.99

KLAX

Klax. Hmmm what kind of picture does that word conjure up in your mind? Somebody tap dancing on the National grid? Maybe the sound you make after someone practiced baseball on your teeth last week. But to arcade freaks it's a classy little puzzle game by Tengen that isn't entirely unlike Noughts 'n Crosses, which I'll explain.

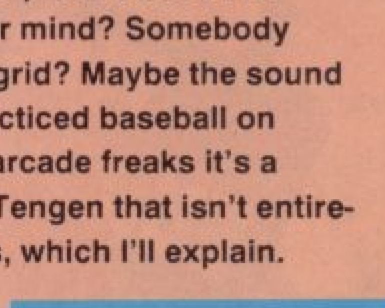


GARTH

There's nothing like a bit of Klax and the SAM version is as good a conversion as you'll see on any computer.

The concept is very simple, catch the different coloured tiles as they advance towards you and then flip each tile in to one of five bins.

The Klax is an actual row of these tiles, either horizontal,vertical or diagonal. Once a row of "Klaxes" has been made that are of the same colour they disappear and when when enough points have been gathered the game progresses to the next stage. The Klaxes scroll towards you on a never-stopping conveyor belt. The conveyor can be sped up but never slowed down. If you have a number of tiles which you don't want to empty in to one of the bins you can throw them to the back of the conveyor where they begin to scroll back towards you again. There is a set goal to achieve for each level. Sometimes you have to simply get a number of Klaxes whilst on others you may have to get a certain number of points or diagonals. Sometimes by doing something a special secret level can be accessed. The hint slot before each level tells you about how to achieve this, if you can on that level.



There are brilliantly coloured backdrops surrounding the play board that change every five levels. The different tunes and sound effects are brilliant on the Sam version. I would even go as far to say that the Sam version is better than the S.T Klax. Well worth buying.

scores

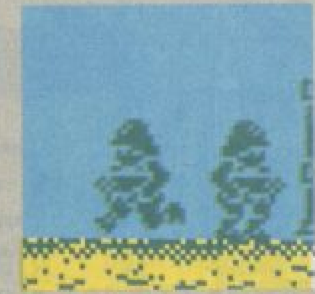
GRAPHICS	77
SOUND	69
PLAYABILITY	85
LASTABILITY	74

OVERALL 82%
Matt Regan

This is one of my favourite puzzle games, and this version captures the excitement and panic that the arcade original managed to create. Good stuff!

MULTIMIXX 3

The Multimixx series seems to go on for ever and that's no bad thing as although there has not been one outstanding compilation they certainly are value for money and are of consistent good quality.





GAME
Multimixx 3

LABEL:
Kixx

MEMORY:
48K/128K

TAPE:
£ 4.99

DISK:
£ n/a

The longest street in the world is Yonge Street running from Toronto, Canada to the Ontario Border a total length of 1178.3 miles.

The longest recorded fight in the ring was one of 110 rounds in 1893. The complete episode resulted in a draw after being stopped at seven hours 19 mins.

MATT:
Gentleman we can rebuild him, we have the technology. Well it's a pity they didn't use it to make a better game!

First off the tape is the classic beat 'em up Street Fighter. Taking a leaf out of Phineas Foggs' book you travel around the world to test your martial arts skills against two different patriots from each of the five countries you visit (Japan, USA, UK, China and Thailand). The fights are the best of three rounds at the end of which a bonus can be earned by chopping through a pile of bricks. Excellent controls and varied opponents (the shurieken wheeling invisible ninja to name just one!) with different styles and abilities make this the most appealing game on the tape. Of course the two player option is a bonus, but the ability to change your mans fighting style is not present. Pity.

Continuing the bashing theme Bionic Commando is original if nothing else. The five arcade platform levels range from a forest, which you must negotiate with your bionic arm to climb trees and avoid the aliens who's base you are hopping to destroy, to The Silo, where you have to destroy the launch computer and complete your mission. Your arm is very versatile and is able to extend out in front of you to catch parachuted weaponry and provisions as well as clubbing the enemy. The game is quite enjoyable, but let down severely by tiny sprites and unimaginative graphics.

This is definitely not the case with 1943. A very simple yet highly addictive air combat shoot 'em up. The back ground story is irrelevant as you fight for mastery of the air and sea in a P38 fighter bomber. Slick scrolling action, power-ups and assortment of weapons, SWIV it's not, but with the added feature of tumbling head over tail to dodge incoming flack this will entertain for days. A good compilation that maintains the average.



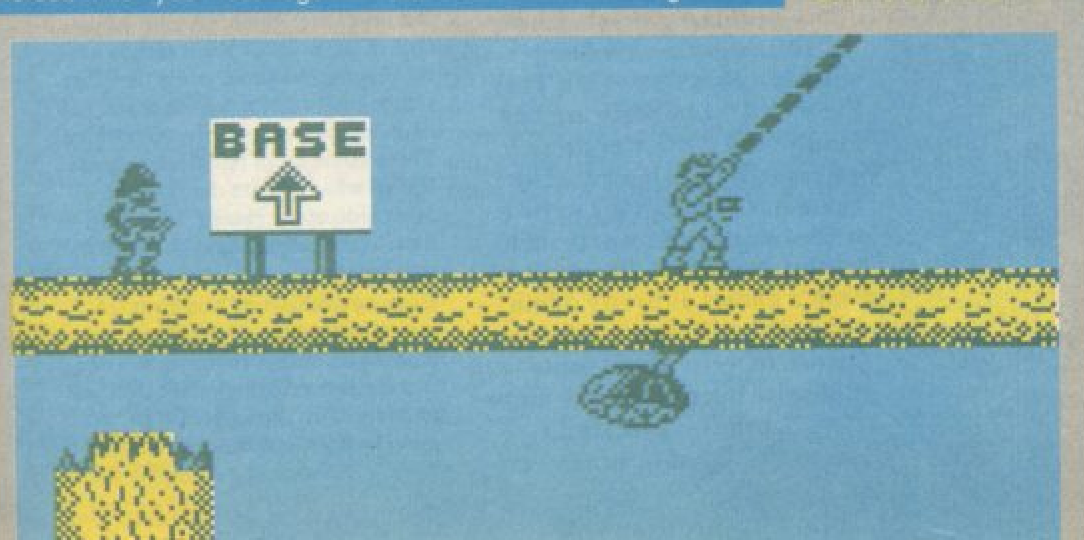


scores

GRAPHICS	70
SOUND	69
PLAYABILITY	79
LASTABILITY	70
OVERALL	**72%**

Alan Dykes

A couple of nice games to keep you occupied on those rainy Summer days, but nothing to pass up the chance of a tan for.



The Sorc



Greetings, mortals. I am writing this in what is supposed to be the middle of the summer, and there isn't a Greenhouse Effect expert in sight. What could have happened to them all? Last year we couldn't turn on the T.V without a Greenhouse Effect expert popping up and telling us how the Earth is hotting up. Now they've all vanished and so has the sun, by the looks of it. For the last fortnight there's been nothing but grey skies and rain, very miserable it is too. There's even been some snow in Sussex, in June too. I know it's supposed to be 'Flaming June' but Flaming hasn't been the way to describe it - it's so cold I keep expecting a frost.

Speaking of frosts (cunning link, eh?) (long-winded, more like - ED), Tom Frost of Tartan Software has kindly sent me one of there games to have a look at. The game has been out for quite a while but it is still worth mentioning because it, like most of Tom's games, is pretty damn good. This will also give me a chance to write about something else later on, in one more of my famous subject links, but more of that in a moment.

First of all, the game. It is called Lost Dragon and it's priced at £2.95. There is a special freebie game (or two) on the flip side as well, called Magic Treasure. Whilst I'm telling you all of the facts I might as well tell you Tartan Software's address. It is: 61 Baillie Norrie Crescent, Montrose, Angus, DD10 9DT. And Tom Frost the Big Boss Man in charge likes to go under the name of Tartan Tom, and who am I to begrudge a man of his nickname? Anyway, that gets all of the necessary gen out of the way, so lets have a look at the story behind the game. It all began when some adventure enthusiasts had themselves a merry little gathering.....

These enthusiasts were all readers of an adventure Fanzine called Probe, and on the September 15th they all met up in the Strathallen hotel in Birmingham, ostensibly to while away into adventureland. However, there was also going to be an adventure presentation to the editor of Probe, Mandy Rodrigues, as well as a presentation to the former Editor, Sandra Sharkey.

Apart from that, all you need to know about this convention is that the lift in the hotel had no lift button to the third floor. Very mysterious, but very true. The plot of the game starts off with the premise that the gift that was to be given to Mandy (which you may have guessed was going to be a Dragon) got stolen by a white-haired old wizard. The wizard took the dragon to the magical world on the third floor of the hotel. You, the brave adventurer, must find a way to infiltrate the third floor of the hotel and retrieve the stolen dragon.

As a plot for an adventure game it's as good a starting point as any. It probably helps when you were playing it if you were at the convention, but if you weren't you aren't going to lose too much because you won't live in the fear that your name is a character in the real text of the game.

The screen is split into two section as were his other adventures including his earlier game, Double Agent. One of the sides of the screen is used for playing the game while the other side is reserved for reports that come in about the events at the convention. These come up in real time, regardless of what you are doing in the other side of the screen. There is a time limit that you have in which to retrieve the stolen dragon.

Because of this, one excellent feature of the game is that when you load it you are given the option of exploring and mapping rather than just playing. This allows you to get a good look around the area without having to bother about solving the

ceress

variety of different puzzles. But remember that some areas of the game are off limits when you are playing in this mode.

And puzzles there are a-plenty, some of which are devious and extreme. Logical, but devious.

So I can safely say that this game will provide many hours of fun for any adventurer, it might even tempt you to go to the next convention.

Yes indeed, there is going to be another convention in Birmingham, later on this year in fact round about October. If you want to go along you will need to get hold of a ticket, these tickets are only available to subscribers of Probe. This is a good thing as only genuine adventure enthusiasts, people who share our love of adventure games, will be there.

If you really want to go along but don't subscribe to Probe the address to write to is: Mandy Rodrigues, 67 Lloyd street, Llandudno, Gwynedd LL30 2YP. Incidentally a subscription for a months issue of Probe is 1.50, an excuse to spend the day in the company of fellow adventurers, what are you waiting for?

THE SORCERESS, WITTS END

THE BOGGIT

From where we left off: Kill the beholder (You need the cigarette for this one),s, s, s, s (ignore the necromancer), insert card, (this makes the wall swing round which lets you fall into Drain's padded cell, talk to Drain, undo Drain, look, take key, examine key, examine straight jacket, insert card (you swing back in to the asylum), n, n, n, n (meet the wooden elf), wait, w, (keep going west until the pink door is opened for you), n, take pink key, examine tile, examine pink key, s, wear the ring, s, wait, climb into barrel, drink wine, wait, wait, wait, wait, climb out of the barrel. You are now on the shore of the exaggerated lake, and can jolly well stay there until next time!

THE LABOURS OF HERCULES

From where we left off: s, w, drop bow, drop arrows, drop cymbals, drop wine, get lyre, e, s, s, e, e, e, e, s, s, s, s, s, s, s, s, se, e, se, sw, sw, se, e, sw, w, play lyre, get bull, e, ne, n, n, nw, nw, nw, n, n, n, n, n, n, nw, nw, w, w, w, w, n, n, n, give bull (Eurystheus sets you the task of the Mare of Diomedes), s, w, drop lyre, get axe, get saddle, e, s, s, e, e, e, e, e, e, e, ne, n, n, n, ne, ne, e, kill diomedes, get diomedes, w, n, feed mare, ride mare, s, sw, sw, s, s, s, sw, n, nw, w, w, w, w, n, n, n, give mare (Eurystheus sets you the task of the girdle of Hypolyta), eat food, s, w, drop axe, e, s, s, e, e, e, e, se, e, e, e, e, n, n (caputured by the Amazons), snap vines, n, n, s, se, wait, nw, n, ne, get girdle, sw, s, se, s, s, s, s, w, w, w, w, nw, nw, w, w, w, w, n, n, n, give girdle. More tasks next time.

DODGY GEEZERS

From where we left off: Tweedle says, "Blimey, you've got a book about abaht sewers! It looks as if you know your stuff. Who do you want to take with you?' Select Tricks, Soapy and Mr Nideo. Save your position and load up part two. The password is VERT ETEP. You commence in a dark alley, full of debris. Soapy and Mr Vid are with you. Go to West Terminal Street and cut fence with the wire cutters. Then go south to the car breakers yard were there are two hungry looking Dobermanns. Drop pills, dogs go to sleep, more next time!

THE CRYSTAL FROG

From the start: e, s, e, get apple, n, e, drink liquid, w, w, n, n, e, enter, get spade, empty barrel, look, get mutton, w, w, w, n, n, examine leaves, get coat.look, drop spade, get box, e, e, drop box, look, get mace, w, s, w, get mask, w, w, w, w, unlock door, open door, enter, drop key, get bucket, n, use mace, drop mace, get coins, s, s, give coins, look, get scroll, n, w, s, get food, s, fill bucket...More next time.

EL DORADO

from the start: get flint, get torch stave, light torch, wait at north-south path until the pygmies arrive, trade beads for the spear, at west end of the valley look through creepers, go to jaguar and throw spear, get rope, get stone baton with wooden handle, go through the cave to small ledge on the cliff, tie rope to sapling, down rope, go to side room with statue, push statue, n(to secret room), insert baton, get baton (floor lowers), insert baton... More next time.

THE SORCERESS GETTING YOU STARTED

THE BIG SLEAZE

From where we left off in part three: drop cloth, drop bills, drop gun, get photo, get photo, get photo, climb out, n, u, w, unlock door, open door, in (the dame fits her photo section with the parts that you have found and leaves) get photo, examine photo, s, e, d, s, climb into the car, touch wires, drive to battery park, drop key, get cloth, climb out, s, wait three times, e, e, u, u, rub the flame, read writing that appears, d, d, w, w, n, wait 3 times, climb into car, touch wires, drive to central Manhattan...save data and load part two next time!!!

BEATLE QUEST

From where we left off: e, e, s, s, s, s, e, n, s, s, s, take jar (be prepared for a bad joke), w, w, w, s, w, n, n, n, n, n, n, n, take trolley, examine onions (one of them is different) take onion, n, se, push trolley (Remember the song Ob-la-di, Ob-la-Da?), look, take ring, wear ring, drop trolley, e, e, e, e, se, e, e, s, s, s, s, take trampoline, w, w, read sign, w, w, n, n, give jar (the monkey will open it for you), i (You will now have the mask), wear mask, n, n, ne, examine poster, s, in, e, e, s, s, take trumpet, blow trumpet(twice), w, w, n, n, se, examine droppings (twice), drop trampoline, bounce, take gun, panic, drop hog's head, drop ring, drop gun, drop onion, drop trumpet, out, d, w, w, in, e, get cup, drink, s, s, s, sw, e, s, s, s, w, w, w, n, nw, n, give valentine, panic... YOU'VE DONE IT!!!

THE ODYSSEY OF HOPE

From start: e, examine workbench, examine table, take fish, take wine, eat fish, take bones, saw door, drop bones, w, s, examine cow, take wax, w, examine rock, move rock, get sword, e, e, call centaur, give wine (he becomes drunk and gives you the lyre), w, n, look (you can see a python), kill Python, use sword, take flute, fall asleep... More next time!

THE PAWN

From where we left off: In house near lift, take cushion to find coin, on the stove is a teapot. Take carrot from kitchen, wear hard hat, get lumps of lead with trowel. In room with freshly papered walls, tear walls with spikey boots. Pull handles to open cupboard, tie rope to hook before going down to ledge below, knock five times to get the porter, give whisky, try knocking down the cream doors. Slide the doors to open and close lift, melt snowman with the white... To be continued!!!



Sorceress
READERS LETTERS

Kate Anderson, from Truro in the fine old country of Cornwall, is having a few problems with Shadows of Mordor, she wants to know "How are you supposed to eat the plumb young coney? I know you have to keep eating throughout the game just to keep up your strength and I thought that rabbit would be just the thing. But a simple Eat Rabbit doesn't seem to work so how do I eat it?"

* *First of all catch your rabbit! Actually, Smeagol should find it for you, after that it needs to be prepared in the correct manner so you must CUT BRANCH WITH SWORD until you have a pile of twigs. Then drop twigs, open backpack, get pan, put coney in pan, get salt, put salt in backpack, open matchbox (You may have to say to Sam "Open matchbox"), get match, light match, make fire, put pan on fire, examine pan. Now, at long last, you are able to eat your rabbit.*

Jason Smith, deep in the heart of Liverpool, is another one having Hobbit trouble this month, this time on Lord of the Rings. He asks "I've played the game and managed to avoid the black riders, but now I want to find out more about the game. I need to know how to get past the black riders when they appear. Could you help me, please?"

* *Ah yes, the Black Riders. It is possible to complete the game without actually meeting them, as you say, by simply avoiding them. If you want to get rid of them you need to be carrying a pail full of green jewels (one for Frodo, one for Pippin, one for Sam and any surplus can be given to Merry). You will also need to know the correct magic words. Go to the lake, go w, w, s, sw, s, e, ne, sw, w, s to find the monk who will tell you what to do next. Then go n, w, n, w, s to find the Green Knight, who needs to be attacked and killed. Take his broken medallion. Go back to the monk and then go n, e, se to the red lady. Kill her and take her medallion and go back to the monk. This time you will be able to go through the stone wall to the south. You will now come across another door. You must knock and wait for the Radagast to appear. He will give you a scroll which has the magic words on it. Phew.*

Debbie Mortimer, a London N8 type person, writes "I've been playing Beneath Folly with a friend of mine (say no more, ho hum), and we think we've nearly finished it, but we haven't quite completed it yet. We think that we've found all of the pentagrams and met all of the demons, but there's something that we are stuck in and we just give up! Is it anything to do with the wide crack that's in the sloping passage near the room of thought? I don't think that you can get through it but my friend says you can, Help!"

* *Well, Debbie and unknown friend, you are right and your friend is wrong. You cannot get through the crack. But to finish the game you have to do something here. Actually you need to perform a spot of magic, this shouldn't be any problem (!?!) if you have of the pentagrams. All of the pentagrams have a letter on them. If you rearrange the letters you can make up a magic word. So when you are in the location with the wide crack you need to enter and say beloved, and low and behold a crystal bridge appears. You cannot cross this but you need to create it in order to finish the game. Then you can go w, get door, put door w, w, form exit, enter exit... And with more than a hint of the illogical you have finished the game!*



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SU08

Review

FAMOUS 5

Hurrah for cucumber sandwiches and ginger beer! It's Julian, Dick, and Anne, George and Timmy the dog, better known to millions as the Famous Five - in their first adventure. Hurrah again! Now could someone please get Timmy off my leg?



Jolly good show old stick, apart from sometimes frustrating keyboard conversations with the program, Five On A Treasure Island will make a nice addition to your RPG collection, and will probably keep your Dad happy too.

GAME
The Famous Five. (1)
Five On A Treasure Island

LABEL:
Enigma Variations

MEMORY:
48K/128K

TAPE:
£ 10.99

DISK:
£ n\a

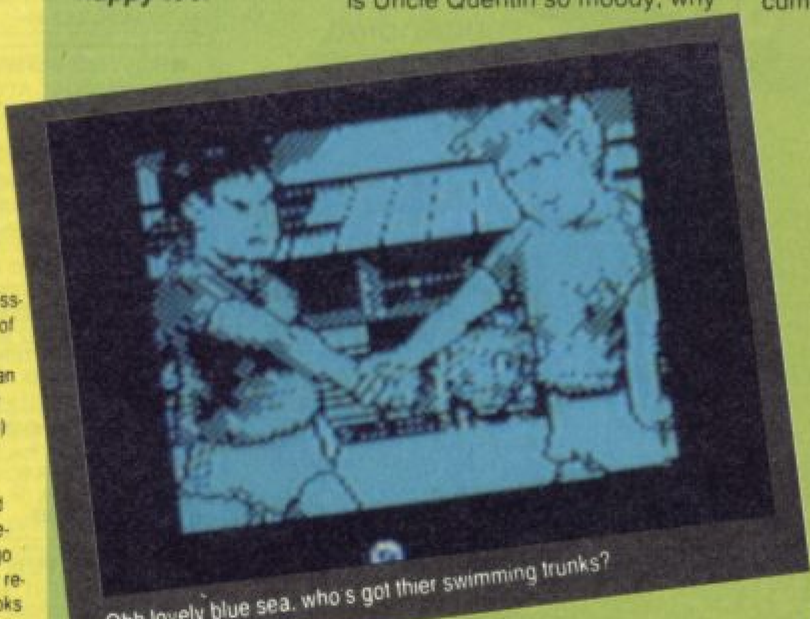
Having been brought up on a diet of The Secret Seven and The Famous Five, in books and on T.V., I was absolutely delighted to see this role playing game arriving on the Ikea telephone table that Steve and I share as a desk. It takes a long time to load this game, as it is only available on tape. but, for most, it's probably worth the wait.

Five On A Treasure Island represents the first ever adventure that the famous five had as a team. The game starts out with Julian, Dick and Anne sitting on a train on the way to the seaside village of Kirrin where their Uncle Quentin, Aunt Fanny and Cousin Georgina live. Good old Fanny (What!) will meet you at the station and the plot thickens from there on. Many questions need to be answered, why is Uncle Quentin so moody, why does Georgina, (henceforth known as George), want to be a boy, why does she keep scowling at Dick and what is so Mysterious about Kirrin Island.

Your opening character is Julian, the eldest, and allegedly the most sensible, but you can interchange between the main four charachters, (though not Timmy, I was dissapointed to note). The game-play is very interactive, consisting of a typed conversation between you and your Spectrum, which controls what happens. The computer recognises thirteen special commands, 33 accepted verbs, and a wide range of sentance structures. It also recognises words abbreviated to the first four letters, which considerably speeds things up. Be warned though - this control method can prove cumbersome at times!. There are also valuable save options available.

The characters can interact with any others they meet and can pick up, use, examine, or abuse almost any object which they stumble upon. In other words the scope for frolics, fun and exploration is almost unlimited. Graphics are restricted to colourful views of significant places, eg. the cottage, island etc., otherwise the screen is all dialogue. The size of this game cannot be under-estimated so don't expect to finish it in a mere one or two sittings unless you're name happens to be Hercule Poirot or Sherlock Holmes.

Five On A Treasure Island is a logical step in the continuing popularity of these famous adventure tales. It won't suit everyone because it doesn't have dragons or ninjas, and even Timmy the dog doesn't even bite people or attack their wellies, however, for those who want a challenging change or anyone who has read or is reading the books, it's just the business. Hurrah again chaps and let's go to Fanny's for a slap-up feed!



Ohh lovely blue sea, who's got thier swimming trunks?



Jolly bad show chaps, who pulled the stop chord?

FIVE FAX

The Famous Five are possibly the most successful of Enid Blyton's many creations, and that's no mean feat. The books sell over Seven Million (count 'em) copies each year.

A television series based on the five friends was released over a decade ago and is still shown new or repeated wherever the books are available, and thats worldwide!.

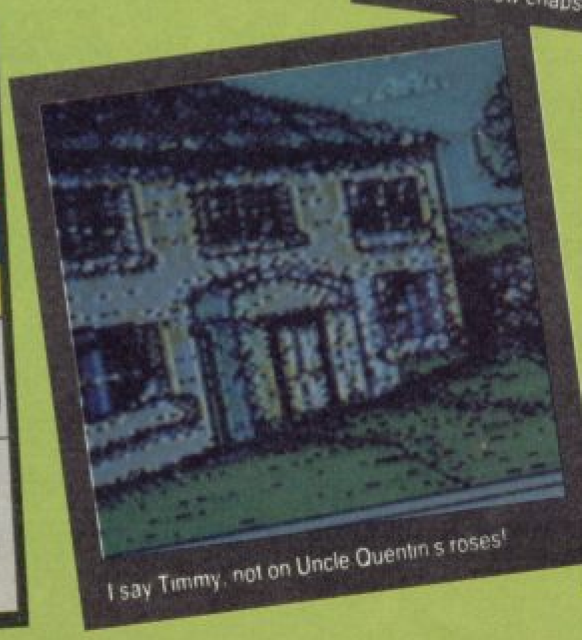
Enid Blyton began to write children's stories when she herself was young and continued to dedicate the rest of her life to entertaining books, with many different well loved characters.

scores

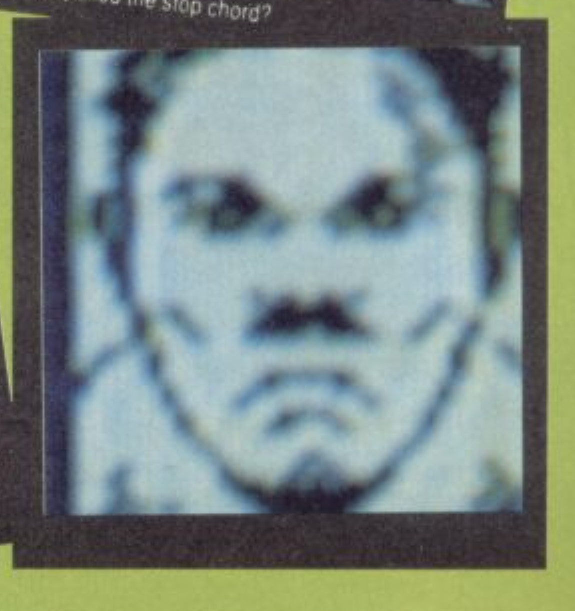
GRAPHICS	74
SOUND	n/a
PLAYABILITY	81
LASTABILITY	88
OVERALL	80%

Alan Dykes

Golly gosh, get the pimple cream out again Dick. Although a little slow, this game's faithful to all the Famous Five books giveing hours of innocent enjoyment and problem solving.



I say Timmy, not on Uncle Quentin's roses!

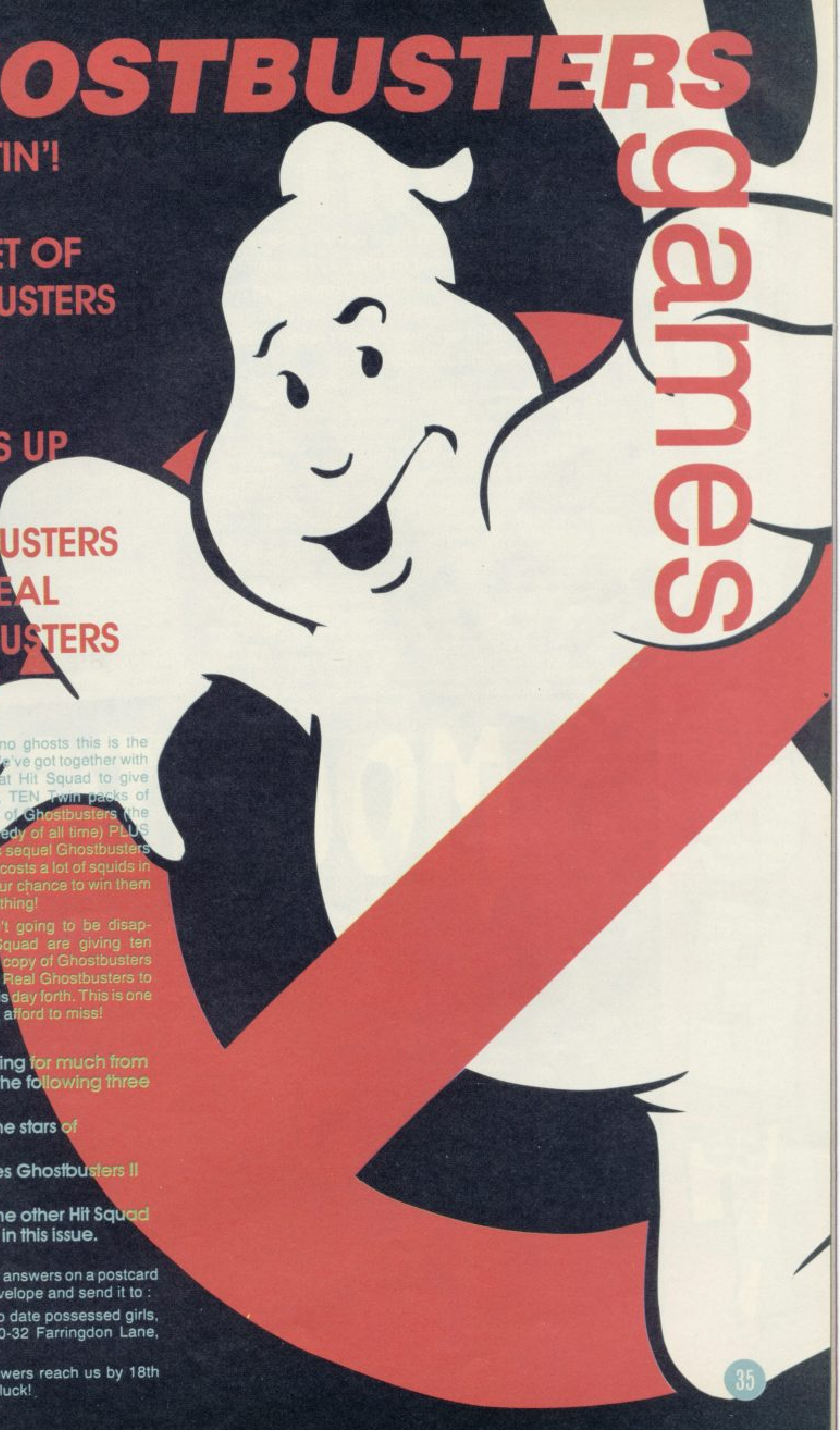


GHOSTBUSTERS

GET BUSTIN'!

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RUNNERS UP WIN GHOSTBUSTERS II AND REAL GHOSTBUSTERS GAMES!



If you ain't afraid of no ghosts this is the competition for you! We've got together with those lovely people at Hit Squad to give away ten, count 'em, TEN Twin packs of videos! That's a copy of Ghostbusters (the highest-grossing comedy of all time) PLUS a copy of the hilarious sequel Ghostbusters II. This fantastic pack costs a lot of squids in the shops, so grab your chance to win them free, gratis and for nothing!

The runners-up aren't going to be disappointed either. Hit Squad are giving ten lucky lads or lasses a copy of Ghostbusters II AND a copy of The Real Ghostbusters to have and hold from this day forth. This is one competition you can't afford to miss!

OK, we're not asking for much from you. Just answer the following three questions:

1. Name one of the stars of Ghostbusters II.

2. What mark does Ghostbusters II get in this issue?

3. Name one of the other Hit Squad games reviewed in this issue.

Now write down your answers on a postcard or the back of an envelope and send it to :

I make it a rule not to date possessed girls, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Make sure your answers reach us by 18th August 1991. Good luck!

BUDGET

DIRT TRACK

LABEL:
Zeppelin Games

MEMORY:
48/128K

TAPE:
£ 2.99

DISK:
n\a

Stay clear of the "dirt track devil" I said to Steve the mag metal maniac, as I scrambled forth to review this wheelie Spectrum budget from Zeppelin. Sad to say it wasn't really worth it. I soon took off my skid lid because I didn't really mind if Dirt Track Racer did actually crash.

Something tells me we've seen it all before maties, yes it's the old bird's eye view of a small, simple sprite, meandering around a maze with vertical scrolling and dodgy control. Hold on now, surely five different race courses and ten repair/upgrading options manage to set Dirt Track Racer apart? Well possibly, but that's it though. I mean let's face it, you can give the poodle a haircut but you can't bring it out to dinner.

As your all terrain vehicle potters around the course, hopefully ahead or behind the main bunch (if you get caught in the middle of that lot you'll be seriously damaged and find it difficult to get out) there are credits to pick up which enable you, between races, to upgrade the machine and repair damage. The upgrade options include modifications to the engine, brakes and suspension as well as a set of "bull bars" with which to run your competitors off the road.

The concept of the all terrain vehicle is a little difficult to visualise because of the lack of 3D perspective, the small size of the main sprite and the general vagueness of the graphics. Although this is helped somewhat by a nice drawing of the real vehicle above the damage meter and fuel/speed gauges on the right hand side of the action screen. I found keyboard control much more reliable than joystick, though overall it is a bit shakey and there's no reverse!

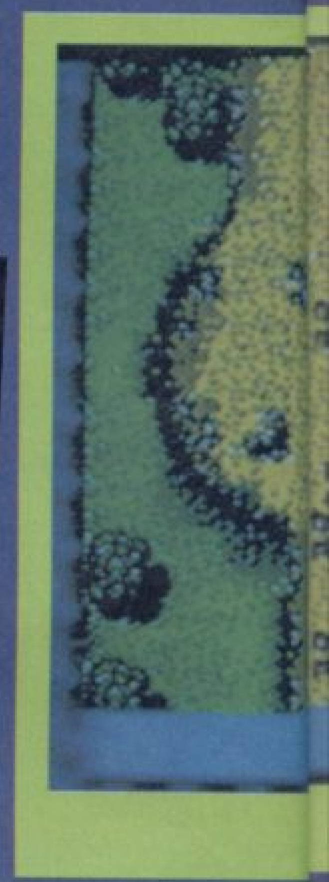
Dirt Track Racer isn't a particularly bad game, more a well worn theme, one which I consider flawed these days when Spectrum software, even on budget labels, can reach higher standards of graphics and gameplay.

Scores

GRAPHICS	57
SOUND	53
PLAYABILITY	59
LASTABILITY	60
OVERALL	56%

Alan Dykes

A tame, mildly entertaining game that we've all seen before, but good graphics and animation make it a worthwhile choice for fans for the genre., and certainly the thing to do when it's raining outside.



MOUNTAIN B

LABEL:
Codemasters

MEMORY:
48K/128K

TAPE:
£ 3.99

DISK: N/A
N/A

The earliest design for what we now call the bicycle has been attributed to Leonardo da Vinci, planned circa AD 1493, though the first modern, practical one wasn't made until 1861, when two frenchmen named Michaux put one together in Paris.

The largest ever bicycle was made in 1989 by an American (who else) named David Moore. Christened 'Frankencycle' it's front wheel diameter measured ten feet!!

Mountain bikes also have their origin in the U.S.A. Now with alloy frames capable of withstanding massive pressure and up to 32 gears. Mountain Bikes are at the forefront of cycling style and technology.

Yew take the high road and I'll take the low road, and I'll get to Stoneybridge before yew, and why? Because I've got a Muddy Fox mountain bike and you've only got a spazzy Chopper with broken gears. What ho!

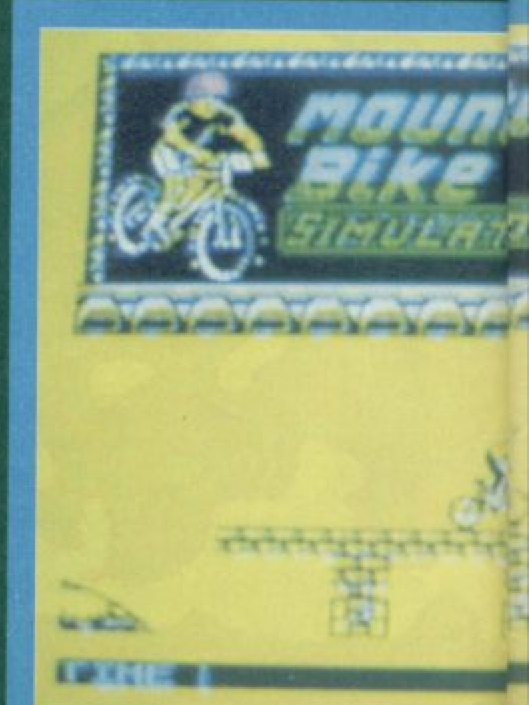
Unfortunately Mountain Bike Simulator gets off to a bad start, the graphics don't immediately impress and the gameplay seems far too simple. However we mustn't judge a book by it's cover and you'll find that once you've played Mountain Bike Sim for ten or fifteen minutes (and have mastered the riding technique) it can get reasonably addictive. Indeed this little Match Stick Man on his Kinder Surprise bicycle could easily become a cult character if he was properly marketed, I mean if Fido Dido can reach the limelight then why can't Match stick Mountain Bike Rider?

The rider himself is a small but detailed sprite and all movements including acceleration and deceleration are smoothly and realistically animated. The 2D landscapes feature plain backgrounds underneath a prominent game logo, but unfortunately this logo can be a little distracting, as it always looks as though it's going to get in the way when Bikey does a big jump. The rough, tough race tracks are littered with gravel, long grass, awkward bumps and boulders, log piles and broken bridges. Each level is progressively more difficult and precise bicycle control is called for at all times.

Obstacles are often hard to make out the first time you traverse a level because they may be hidden, however practice makes perfect and you'll soon be sailing through the various race tracks like a mountain goat with a rocket-powered jet pack attached to his bum.

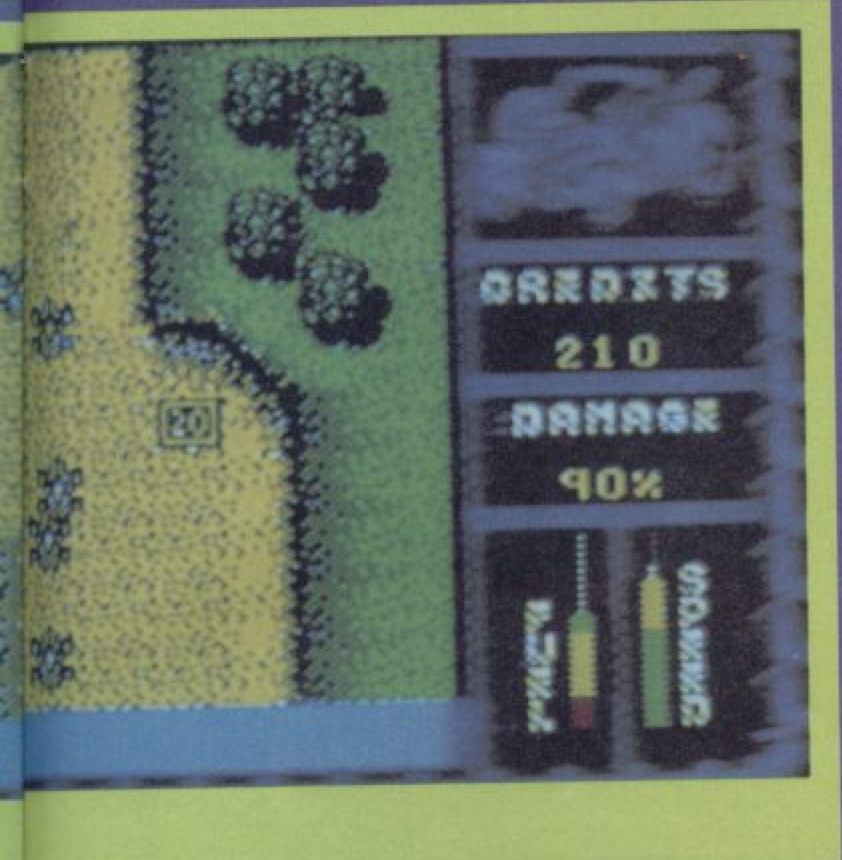
Sound is quite sparse throughout the game which is useful because desolate mountains are not usually noted for their abundance of Spectrum bleeps. If you crash while on the course there is a crunching metallic sound but it's not overly dramatic.

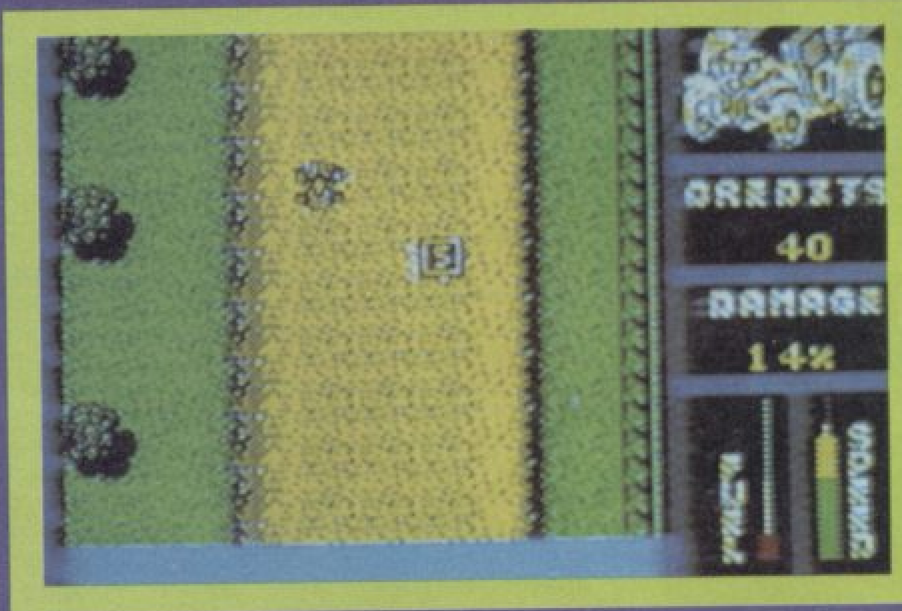
Gameplay is where Mountain Bike is at it's best. Not only do you have quick response to



RACER



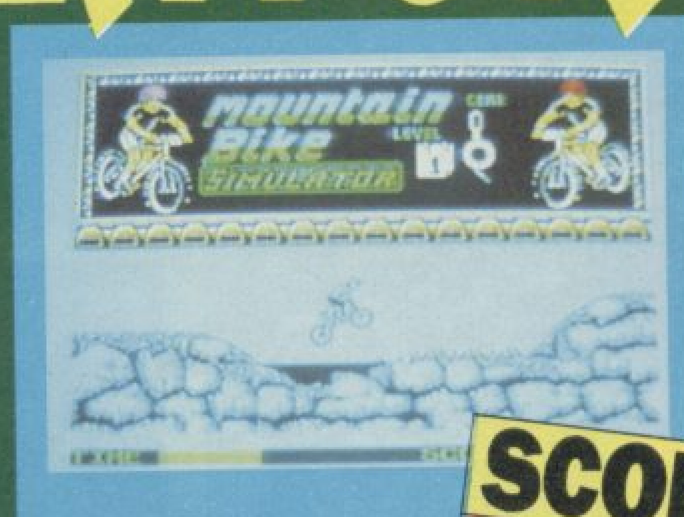




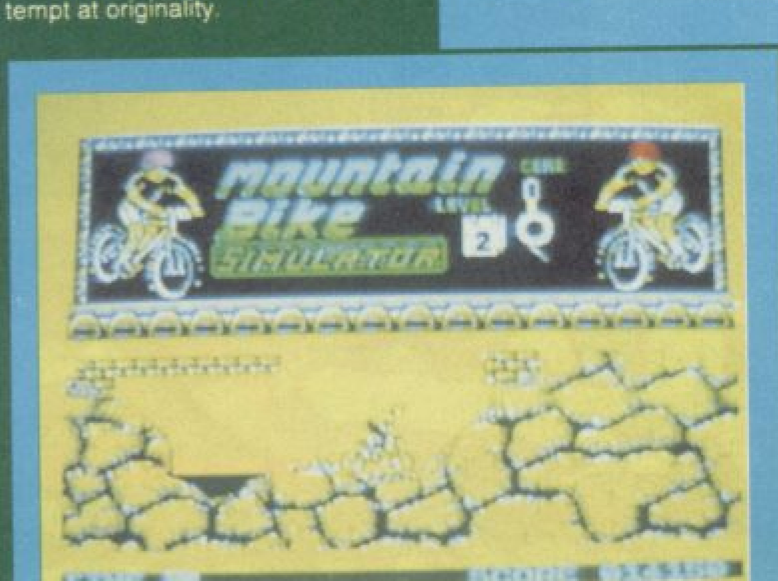
IKE SIMULATOR

controls with quick wheelies and jumps available and good brakes (essential), but whenever your rider falls off his mount the program puts him back in a sensible position rather than right in front of the obstacle again. This sounds so simple but think of the amount of games that are frustrating because they don't do this.

Mountain Bike Simulator is devestatingly simple in concept and looks a bit daft at first but it's very easy to warm to this jolly little range rambler. The sprite (with a bit of imagination), is very lifelike and the hills are quite challenging. It's good to see Codemasters developing a game like this when it could just as easily have been yet another cluttered vertical or horizontally scrolling racing game with a few howitzers attached in a vain attempt at originality.







MATT

I must admit that I haven't cycled in ages but Mountain Bike Simulator has got me interested once again in getting back up on the saddle and losing some weight. The graphics aren't great but MBS certainly is a cute, mildly absorbing game.

scores

GRAPHICS	77
SOUND	72
PLAYABILITY	83
LASTABILITY	79
OVERALL	76%

Alan Dykes

An absorbing game that's so simple but oh-so precise. It wore the cycling shorts off me but is well worth a budget bash. Watch out for the saddle sores though.

BUDGET

RED HEAT

LABEL:
Hit Squad

MEMORY:
48/128K

TAPE:
£ 3.99

DISK:
n\a

Hooray for Arnold! You can usually rely on good old Schwartzie to provide a decent punch-up on either big screen or small and Red Heat provides ample proof of this - even for those who've had their heads buried in a swamp for the last ten years or so.

In Red Heat, the big man plays the part of a pre-glasnost Soviet special cop who must travel to America to intercept the head of an international drug ring (what ever happened to drug squares, oh yes, that was the Rolling Stones in the seventies).

Joe Danko, the Commie super cop must survive four levels of frantic fighting action with with both fists and firearms, proving, while you're on the job that the battling bulgie is not to be trifled with. The fracas begins in a Soviet sauna where, because of a complete lack of clothes to conceal a weapon, the combat is naturally hand to hand (Ooer). The action then proceeds to Chicago for the next three levels during which Arnie can pick up a gun and increase his offensive firepower and collect bonus objects. He finally meets the end of game baddie in a tough, life draining duel.

Graphics and gameplay are good. The monochrome-only main screen and sprites are reasonably well defined and scroll, if not quite smoothly, continuously across the screen. The graphic presentation of the muscle man himself is well done and as the screen displays only the top half of everyone's body, most figures, especially Arnie's, are larger and more visual. Control is good if a little slow and requires some practice.

Red Heat combines action with good graphics - as in the full price game. As a budget it still packs the same punch without knocking the wind out of your piggybank.







scores

GRAPHICS	80
SOUND	59
PLAYABILITY	77
LASTABILITY	79
OVERALL	79%

Alan Dykes

First out nearly two years ago, Red Heat is still graphically good with above average playability. He's big, he's bad and he's back, as he always promised he would be and as usual Arnold doesn't let you down.

STACK UP

LABEL:
Zeppelin

MEMORY:
48/128

TAPE:
£ 2.99

DISK:
£ n\a

Riddle me this... What is easy to comprehend but difficult to figure out? What is completely boring but yet excitingly addictive? The answer is of course a strategy game and Stack Up, the pick of Zeppelin's latest mixed bag of budget releases is a reasonably absorbing example.

It's a funny thing about puzzle/strategy games, the descriptions given in the manual or on the box sound unbelievably brilliant, whereas the overall idea of the game sounds repetitive and naff, the reality usually ends up somewhere in between. If you really do want to get to the root of a game the general rule is to remove buzz words (words used to make things sound more exciting) from the manufacturer's description. Stack Up is described as the "Ultimate Arcade Teaser....in superbly addictive quantities". Spot the buzz words.

This "Arcade Teaser" (that's more like it eh?) is reminiscent of other colour block building games such as Klax and follows the general rule of simplicity. The aim is to position a variety of randomly mixed coloured cubes, which are being dropped in horizontal groups of three, into diagonal, vertical or horizontal lines of the same colour blocks. Each level has blocks descending at ever increasing speeds, with playing screens after level two having an initial random scattering of blocks before play even begins. Many other obstacles also appear on later levels. Scores can be multiplied by setting up chain reactions and there are bonuses for having lots of lovely empty space at the end of each level. Stack Up is not easy!



scores

GRAPHICS	79
SOUND	70
PLAYABILITY	78
LASTABILITY	75
OVERALL	76%

Alan Dykes

Stack Up needs quick thinking and quick reactions. It's not too difficult but can become addictive for a short period of time. P.S... it's not for the colour-blind.

L.E.D. STORM

LABEL:
Kixx

MEMORY:
48K/128K

TAPE:
£ 2.99

DISK:
N/A

Kixx claim that L.E.D. STORM is "The Ultimate Devastation Machine". Wowee Matt, git out the S.U. Mobile. Always ready for a real challenge Cap'n Sumpter decided to see what would happen when this unstoppable object was pitted against an immovable force (sic); The S.U. Crew.

Driving a futuristic vehicle through nine challenging race scenarios demands the sort of skill and concentration that Nigel Mansell only dreams about. These future zones known as The Capital, Netwood Forest, the Coral Sea, Big Cave Tunnel, Ruins Desert, Marine Snow Pipeway, Sky City, Thunder Road and Million Valley, feature a variety of landscapes and road conditions, all designed to kill. First impressions are that it's the roads, not the machines that are designed for "Ultimate Devastation".

The race tracks consist of highways varying in width from wide to narrow with stationary or moving objects and obstacles. Solid ones such as brick walls and mines must naturally be avoided while collecting as many fuel tokens as possible. Try to shake off as soon as possible the rotten robots that hang on to your vehicle, known as "Manic Frogs" (I wonder why, they don't look foriegn..), they're really more like Klingons; they slow things down and you can't flush them off.

Controls are very straightforward which is of course the direction you should be going! Accelerate, slow down, right, left and jump are easily and precisely controlled by joystick or user defined keys. Less easy to access but darn useful for that extra bit of speed and manouverability is an option to change from car to motorcycle.

The jump feature is essential as it allows you to avoid obstacles, collect parachuting fuel canisters, and breach gaps in the road, but beware, if you jump at the wrong moment, ie. just before an unseen bend in the road you'll end up falling into an abyss or doing pancake impressions on a wall which inevitably results in being deaded dude! And that ain't nice. Fortunately under such circumstances you have a number of replacement vehicles which arrive conveniently on flying platforms. Simply jump off these and you are back in the race travelling at breakneck speed once again.

The graphics are quite detailed with busy but clear background screens, a smoothly scrolling main screen and a fast clear main sprite. The baddies and the goodies are also clear and this combined with the availability of precise control means that L.E.D. STORM is indeed a game of quick wits and fast reactions rather than one that relies on lady luck and prehistoric brawn. It's difficult to find too much wrong with L.E.D. STORM, but.. sound isn't really up to scratch, much better to play the game on a frosty morning while one of your lousy neighbours is warming up his 1978 Morris Marina (still going after six hundred and fifty five million miles you know!) which will give adequate background sound effects.

L.E.D. STORM is well worth a look, though I suspect many readers are already familiar with the game and don't need to be told this. It demands skill and concentration and is difficult to finish. It might seem a bit repetitive at times but there's always competition and surprise around the next corner.

Scores

GRAPHICS	80
SOUND	61
PLAYABILITY	84
LASTABILITY	86
OVERALL	84%

Alan Dykes

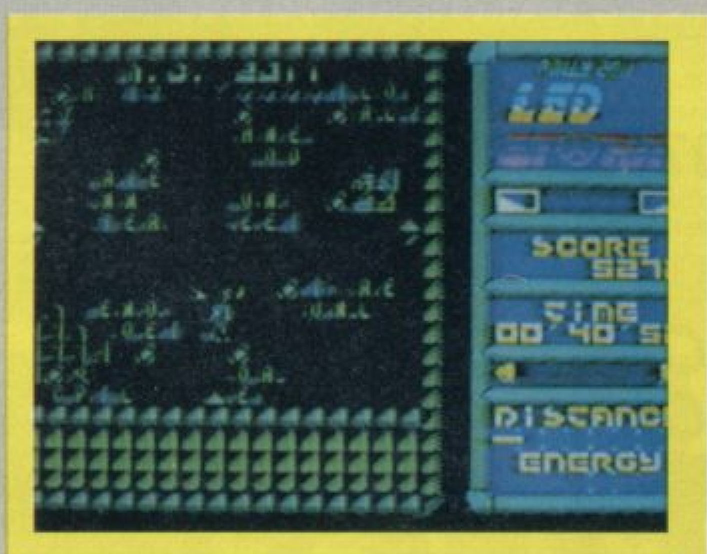
Futuristic racing re-release, packed with nerve wracking action and high speed pursuit. If you havn't got a driving licence yet then don't play this game, it could seriously reduce your chances of getting one. Recommended.

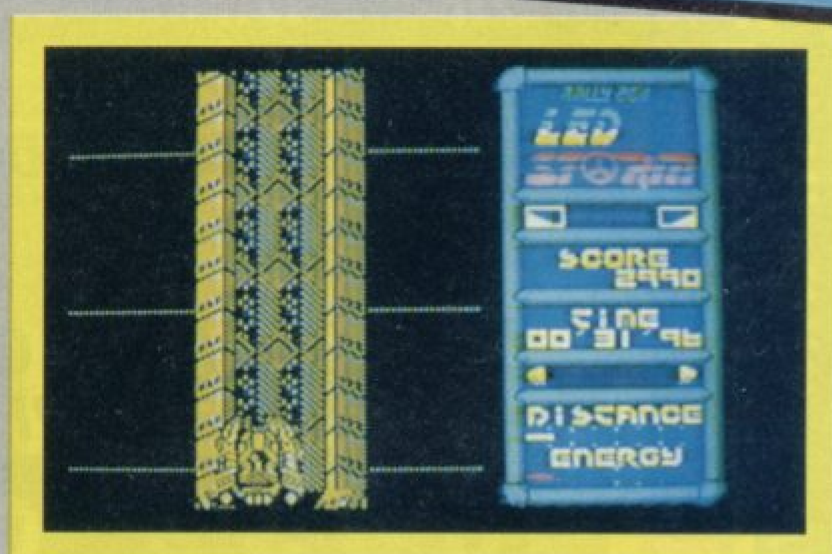
MATT

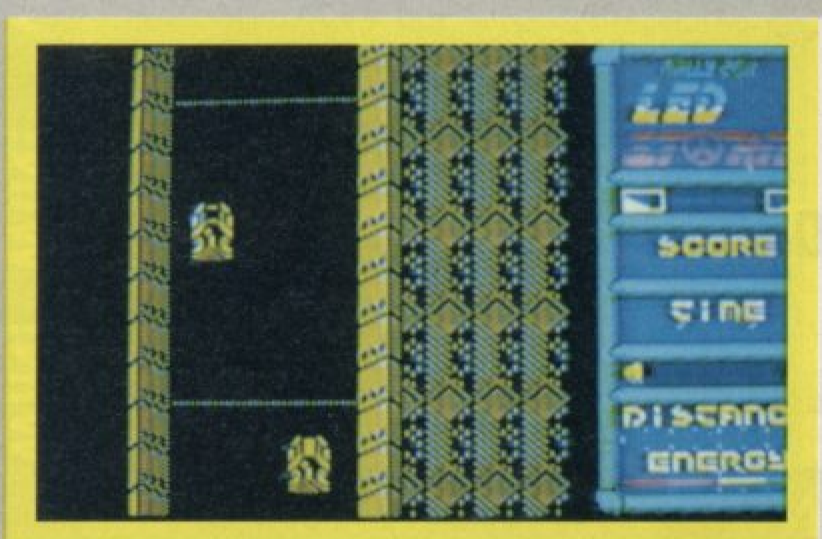
I agree with Alan on this, and that's certainly a rare thing! I like my action firm and fruity and LED Storm definitely delivers the goods.

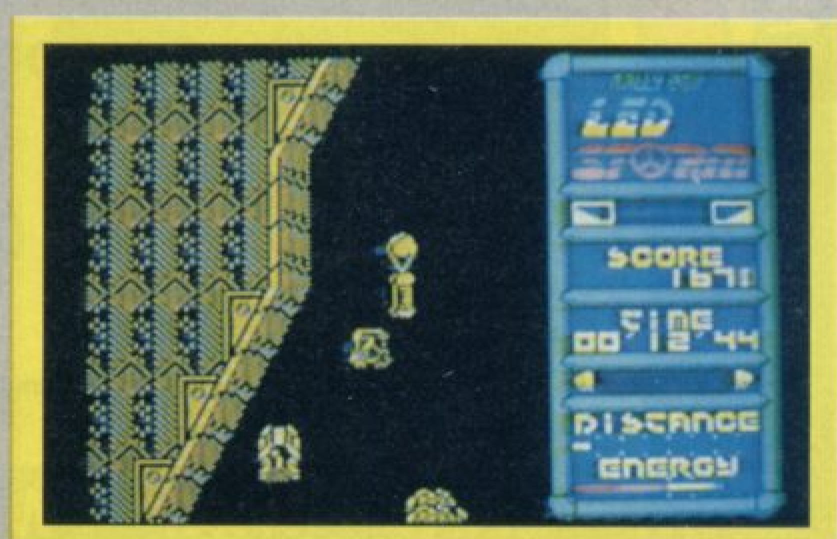
TONY

Fast, furious, futuristic and fab, a fantastic flight into the fierce, freewheeling frolics of a frosty faced freight train driver from the far reaches of time, let's face it, it's even got freaky frogs,









GHOSTBUSTERS II

LABEL:
The Hit Squad

MEMORY:
48/128K

TAPE:
£3.99

DISK:
n\a

MATT
I didn't like the second film much, but this is a sturdy budget release that I'd recommend to anyone who ain't afraid of no ghosts!

The men in the converted hearse are back! Just one and a half years after Ghostbusters 2 first haunted the micro circuits of the Z80 processor it has arrived on budget courtesy of Hit Squad.

As far as the movies go, I've always preferred Ghostbusters to Ghostbusters 2 on the grounds that it is more entertaining, but the opposite holds true as far as the computer games are concerned. It's useful to have seen the film so that you understand the plot (which is as confusing to the average punter as a vegetarian menu is to a Tasmanian Devil), but the script does make for a more humorous and less straight-forward game than the original.

The famous foursome, Peter, Ray, Egon and Winston start the adventure after a mysterious incident involving Dana's newly-born brat. This leads them to discover a new build-up of



psychokinetic energy apparently emanating from the smelly old city sewer. Ray is lowered into the catacombs to investigate, and must reach the bottom before his rope is cut. There are lots of horrid, slimy, grabby things to try and sever his connections and ol' Ray must zap these in order to succeed.

Next comes the craziest bit - the Buster boys steal the Statue of Liberty by animating her with psychic slime! Liberty leads a crowd of united New Yorkers into battle against the ghosts, and you control her torch which zaps them out of the sky with fireballs. Dead ghosts drop slime which will power Liberty's locomotion - if the people of New York can collect it without being grabbed by spooks.

The idea is to reach a museum which is the centre of psychic convergence and once there the guys must swing down from the roof, rescue Dana's wee lad and hold on to him against all odds. The really heavy bad dude end-of-game adversary, Vigo The Carpathian, finally jumps out of a painting and engages our heroes in a complete mother of a battle.

The graphics are O.K., with black outlined characters on a coloured background and vertical or horizontal scrolling, depending on the game situation. In general the scrolling is smooth and fast but I sometimes found a time lag between action and reaction when controlling character movement. Sound, although a little shakey at times, remains faithful to the Ghostbusters theme music.

scores

GRAPHICS	69
SOUND	70
PLAYABILITY	75
LASTABILITY	74
OVERALL	71%

Alan Dykes

Bit of a zany idea, this, which is just as well 'cos the gameplay isn't magnificent. Nevertheless it has some humour and a few surprises and is worth a budget look.

LABEL:
Hit Squad

MEMORY:
48K/128K

TAPE:
£ 2.99

DISK:
N/A

GRYZOR

PLANET FAX

The largest of the nine major planets in our solar system is Jupiter which has an equatorial diameter of 88.846 miles, a mass 317.826 times greater than that of the Earths.

The Great Comet of 1843 had a tail that trailed for 205. 000. 000 miles behind it.

The surface temperature of planet Venus is estimated at 864 degrees Fahrenheit!

In 1920 at Hoba West in south west Africa a meteorite was found embedded in the ground over eight feet across and weighing over 59 tonnes.

When you've just had your planet invaded and there's nothing you can do about it because of a bad cold, the risk of missing an episode of Home and Away, or a pressing dinner engagement at Mc Donalds, there's only one person you know you can turn to; Lance Gryzor, just about the toughest soldier the world has seen since John Wayne turned Vietnam into the wild west in "The Green Berets".

Like all real tough guys Gryzor is known only by his surname and anyone calling him anything else gets a Fifty Caliber salvo for their trouble. This is apparently what the invading alien Durrs have done, apart from threatening the entire eco-system of the planet by assembling an Atmosphere Processing Plant to control the weather, and Gryz's angrier than a pitbull terrier with a tick on it's bum and just rootin' for a fight.

To defeat these dastardly Durrs Gryzor must fight his way through five levels of combat hell armed with a vicious looking ping pong gun. Those not keen on table top sports will be delighted to know that this weapon can be upgraded by knocking off the various weapons installations you come across during the skirmish. The first level is horizontal scrolling and is challenging from the start. Duck and dive like Frank Bruno 'cos those enemy soldiers are fast and accurate, 'Arry. Don't be afraid of the water if things are getting tough because Lance is a good swimmer and life is a lot cooler down there.

The second and fourth levels consist of 3D Mazes and the object is to blast at anything that moves or looks remotely out of place. In both Mazes you must find the entrance to the next level and blow it and it's guards away. There aren't as many obvious aliens to destroy as in the 2D sections but there are plenty of targets. The vertical scrolling platform third level is dangerous stuff, moving upwards, keeping your gun locked and loaded, with plenty of aliens to make Gryzor's life miserable. The fifth and final level pits poor exhausted Gryzor against the powerful alien defenses and the tough Alien central control. The Heart.

Gameplay is pretty good, firing in all directions can be rather comical because control is a little loose, but this is better than no response at all. Gryzor is very agile, shooting, jumping and crouching quickly, though turning is a little slow. Soldiers are easy to kill, larger aliens are not, the big G himself is also killed easily but has plenty of back up lives and there is an option to continue. Graphics on the horizontal and vertical scrolling screens are quite colourful and backgrounds are filled in, the characters are a little faceless though. The 3D screens are more sparsely populated but the required effect is created.

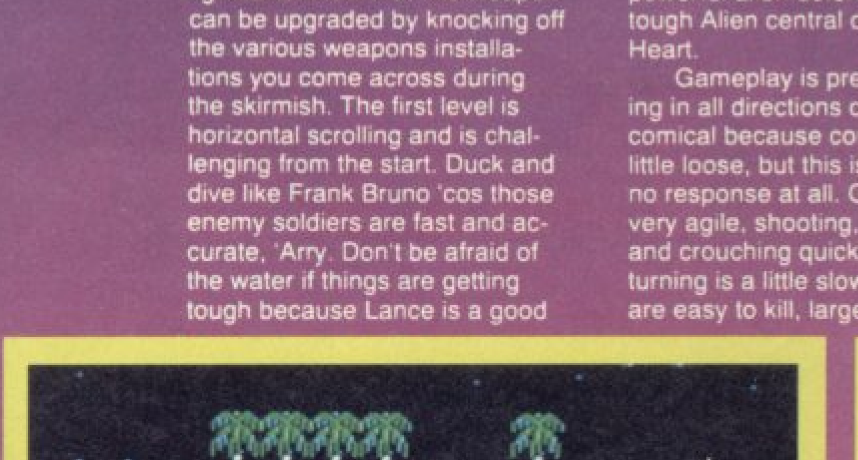
Gryzor is not a game for wimps, though I think that serious toughies may find him a bit of a matchstick man underneath his khaki Crocodile Dundee exterior. It is however a game that will entice you to see the mission through, and it does have variety of game scenarios to titillate and mutilate.

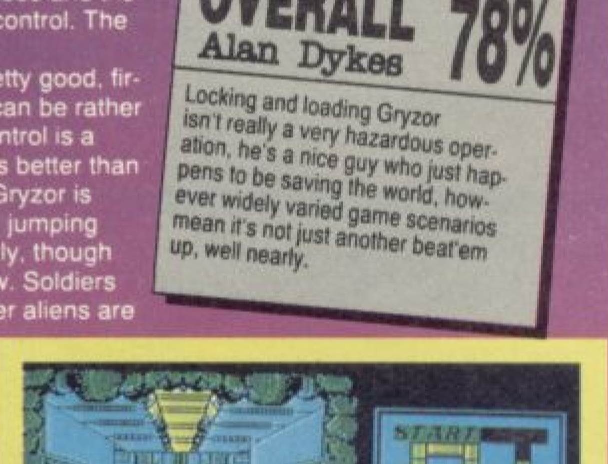
Scores

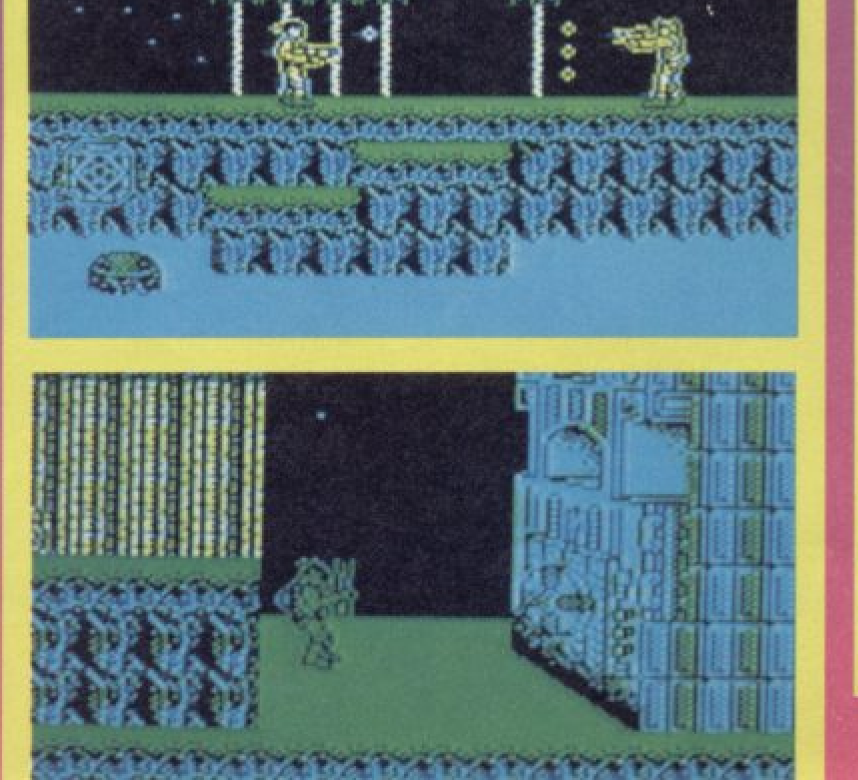
GRAPHICS	71
SOUND	55
PLAYABILITY	77
LASTABILITY	81
OVERALL	78%

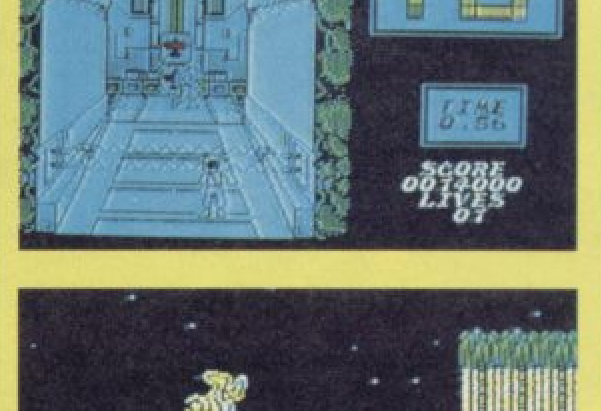
Alan Dykes

Locking and loading Gryzor isn't really a very hazardous operation, he's a nice guy who just happens to be saving the world, however widely varied game scenarios mean it's not just another beat'em up, well nearly.









BUDGET

COIN OPS

THE MACHINE-BRIDE OF PINBOT

WILLIAMS

If you're into pinball then you'll know that Williams can do no wrong. Easily the best pinball manufacturers, their list of past achievements is like a roll-call of the classic tables of all time which includes Cyclone (my own favourite which takes up about half the space in my living room!), Pinbot and more recently, Taxi and Funhouse.

But they can go a bit loopo from time to time, hence their latest table, The Machine - Bride of Pinbot. Pinbot is a robot which was the subject of a previous game but now he must be getting the seven gear itch as he wants to get married.

Being a robot, however, he'll have to build himself a robette which you do by making certain shots on the table first giving her a voice (big mistake pal!), then two eyes which starts a multi-ball sequence.

Errrr - the whole thing's a bit odd, but I highly recommended a play if you can get your mitts on it. And don't press both flippers at once, will you?

ADDICT FACTOR 80



Is that a lot of 10p's in his pocket or is he happy to be here? SU's own arcade expert John Cook brings news of the latest and greatest coin-ops.

HEROS



DATA EAST

One of the best bits in Capcom's Street Fighter II was where you can choose to play this weird alien thing and really get you teeth into your opponent! Munch, munch! So Data East have gone one better and produced a classy beat 'em up where you can choose to be a Werewolf Beast, Golem or even a Dragon!

It's called Heroes, and it's set in a mythical D&D sort of place where eight beings are set to fight for the recently vacated throne of the kingdom. Unfortunately for you, it's a fight to the death.

Still, in Heroes you can choose to be human too, either Male or Female. In any case, you'd better put your brain in gear because there are 19 different moves you can make with your guy, controlled by a joystick and two fire buttons. Yep, you read right - 19! You'll be glad to learn that you don't have to do this by trial and error, because in demo mode, you get shown how to produce all these fancy moves.

All of these add up to some great animation and action, particularly if you can find the combination that produces your 'special attack', which will cause serious damage to your opponent.

Together with some amazing sound effects, this all adds up to a very classy coin-op. Heroes is go, go, go!

ADDICT FACTOR 87



GUN FORCE



IREM

There's no doubt about it Irem know how to do the business when it comes to shoot-em ups. Having perfected the horizontal scroll to perfection several years ago, they've been knocking out the adrenalin hits time after time - and here's the latest example for the speed freak, Gun Force.

Not to be confused with Gun Frontier (a rather sad Taito vertical scroller) Gun Force is an above average one or two player bash in which you play the part of a futuristic stormtrooper clearing the land of 94 types of different alien scum. Yes, we have power-ups, extra weapons and end of level baddies by the score, but in a game with as much action as this, the lack of startling originality can be forgiven.

The graphics are superbly coloured in military colour schemes, and the sound effects are acceptable, making Gun Force a game which lovers of a solid blast will go for in a big way!



ADDICT FACTOR 79

NEO-GEO NEWS

Now, we all know about the Neo Geo, the arcade machine you can really have in your home, given you have £300 spare and can shell out £100 for each game - ouch! But you can play it down the arcades too, and the games being released for it are slowly but surely improving. And the Neo does have the advantage that if you have a special save game card you can save your game and start where you left off at your next visit.

Two games that have impressed me recently are the vertical shooter Alpha Mission II, which requires use of some considerable brainpower as well as the usual superfast reactions necessary to give the aliens hell.

The fact that you have to build your power-ups in a certain order to get maximum firepower means you really have to keep your wits about you. No turning off the frontal lobes here!

Also, fans of games like Dynamite Duke will like Crossed Swords, also new out of the Neo Geo. You control the outline of an armoured knight and like Dynamite Duke, you get a view into the screen, watching from behind the knight's helmet. Your objective? To slash your way to victory and liberate your home country from the hordes of nicely animated baddies who fling themselves onto the point of your sword, controlled using your joystick and fire button.

Two games that show the Neo Geo off very well. But don't forget, console lovers - at this kind of price you'll need to spend every day between now and Christmas on your knees to stand any chance of Santa bringing you one!

ADDICT FACTOR 83





STRIKEFORCE

MIDWAY

In the beginning, long, long ago, in a public house far far away - I discovered a video game called Defender and so began my long decline into games fanaticism. Defender was the first ever game to provide horizontal scrolling action at a stunning kind of speed and with a control system so complex you needed several hours on the machine before you could even get past the first level. But, despite primitive graphics and sound, it still remains one of the best games ever.

And now, almost 10 years after the event Midway have produced Defender II and they're calling it Strikeforce. Now we have sampled sound as well as groovy graphics and animation and multi-colour backgrounds which move astonishingly fast. But... I don't like it! I suppose that's only because I've played the original and am being a boring fartie moaning how much better it was in the good old days!

The fact is, if you never did play the original Defender - and seeing as most of them don't work any more that's likely - grab some 10 pees and get into a new version of an old classic to see what started it all!

ADDICT FACTOR 83



JOYSTICK

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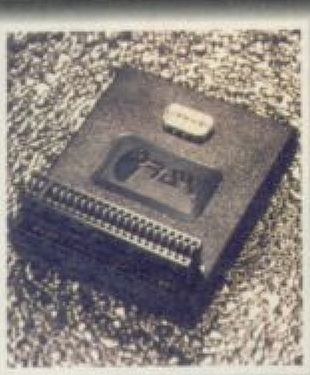
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BOOKS

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FOUR LORDS OF THE DIAMOND
JACK L CHALKER

A few months back we reviewed the first in this series, "Lilith - A Snake in the Grass". Now that the remaining three in the series are out, and it seems a pity to miss them! "Cerberus - A Wolf in the Fold", "Charon - A Dragon at the Gate" and "Medusa - A Tiger by the Tail" complete the adventures of the cloned secret agent assigned to neutralise the threat from a chain of prison planets where the inhabitants have developed strange psychic powers. The missions are almost complete - then the Aliens show their hand... great sci-fi hokum from Penguin, £3.99/4.50.

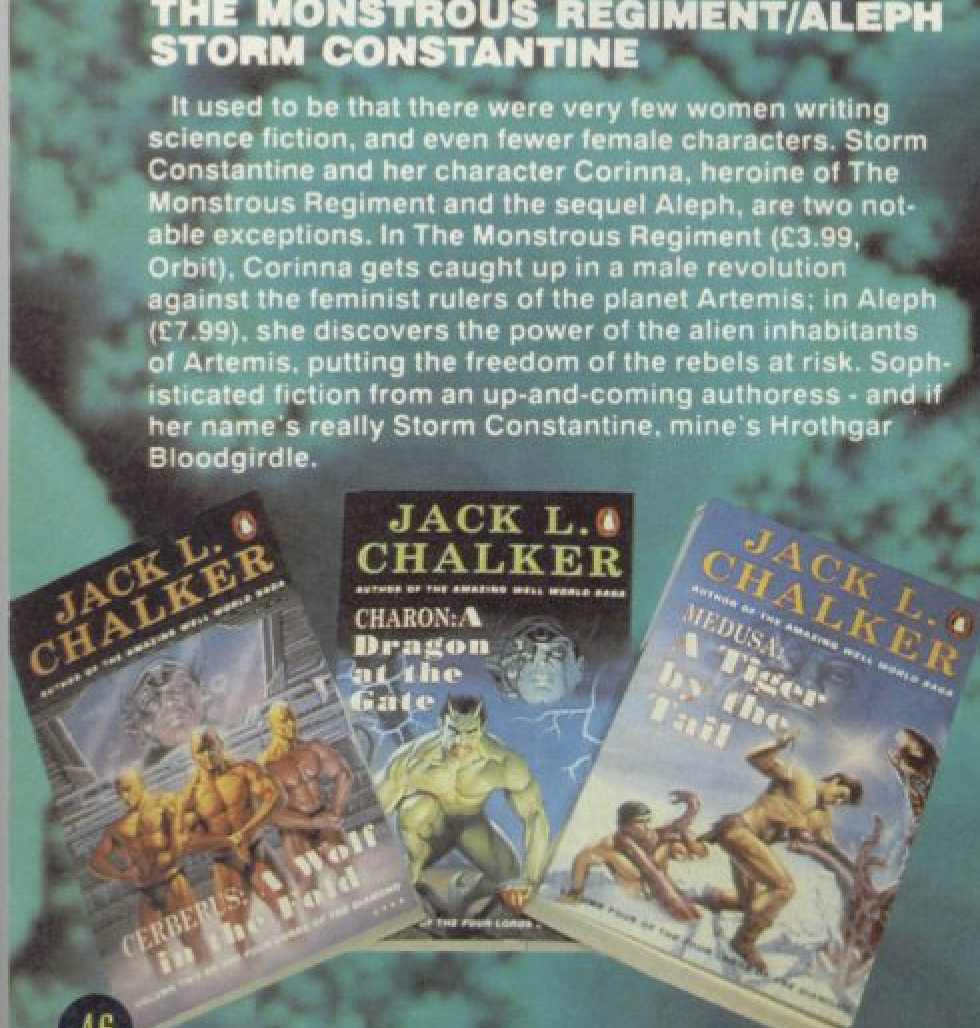


FLYING DUTCH
TOM HOLT

Perhaps you've heard of the legend of the Flying Dutchman, the cursed ship sailing the seven seas until its captain makes amends for his evil life. Well, forget it. This is the TRUE story, of Captain Cornelius Vanderdecker, his suicidal crew, the alchemist who invented EVERYTHING including a dodgy immortality potion, a BBC film crew, and all the unlikely coincidences and chaos you'd expect from the author of Expecting Someone Taller and Who's Afraid of Beowulf. Fantasy fun from Orbit at £12.95 hardback (paperback out soon).

THE MONSTROUS REGIMENT/ALEPH
STORM CONSTANTINE

It used to be that there were very few women writing science fiction, and even fewer female characters. Storm Constantine and her character Corinna, heroine of The Monstrous Regiment and the sequel Aleph, are two notable exceptions. In The Monstrous Regiment (£3.99, Orbit), Corinna gets caught up in a male revolution against the feminist rulers of the planet Artemis; in Aleph (£7.99), she discovers the power of the alien inhabitants of Artemis, putting the freedom of the rebels at risk. Sophisticated fiction from an up-and-coming authoress - and if her name's really Storm Constantine, mine's Hrothgar Bloodgirdle.



GEAR



MUSIC

Keyboard giants Roland have just launched the JX1, an easy-to-use synth keyboard with great LA Synthesis sounds and built-in digital effects. Reasonably priced at £535 (it says here), the JX1 is easily portable, has a five-octave velocity-responsive keyboard with a combined pitch-bend/modulation controller, a music stand and stereo outputs. You can also input sounds from an external source like a CD player, and play along with the music.

There are 32 basic preset sounds, which can be edited to create your own tones, and layered for even more exciting effects. The JX1 is fully MIDI-equipped for control from sequencers and other instruments, and you can have a bash at your local musical instrument dealer.

ECK U T

ENCHANTICA

Fantasy fans will be enthralled by the beautiful hand-painted Enchantica sword-and-sorcery figurines from Stafforshire-based Holland Studio Craft. The ceramic figures are based on the world of Enchantica visualised by Andrew Bill, whose character designs have been lovingly brought to life by Holland's craftsmen.

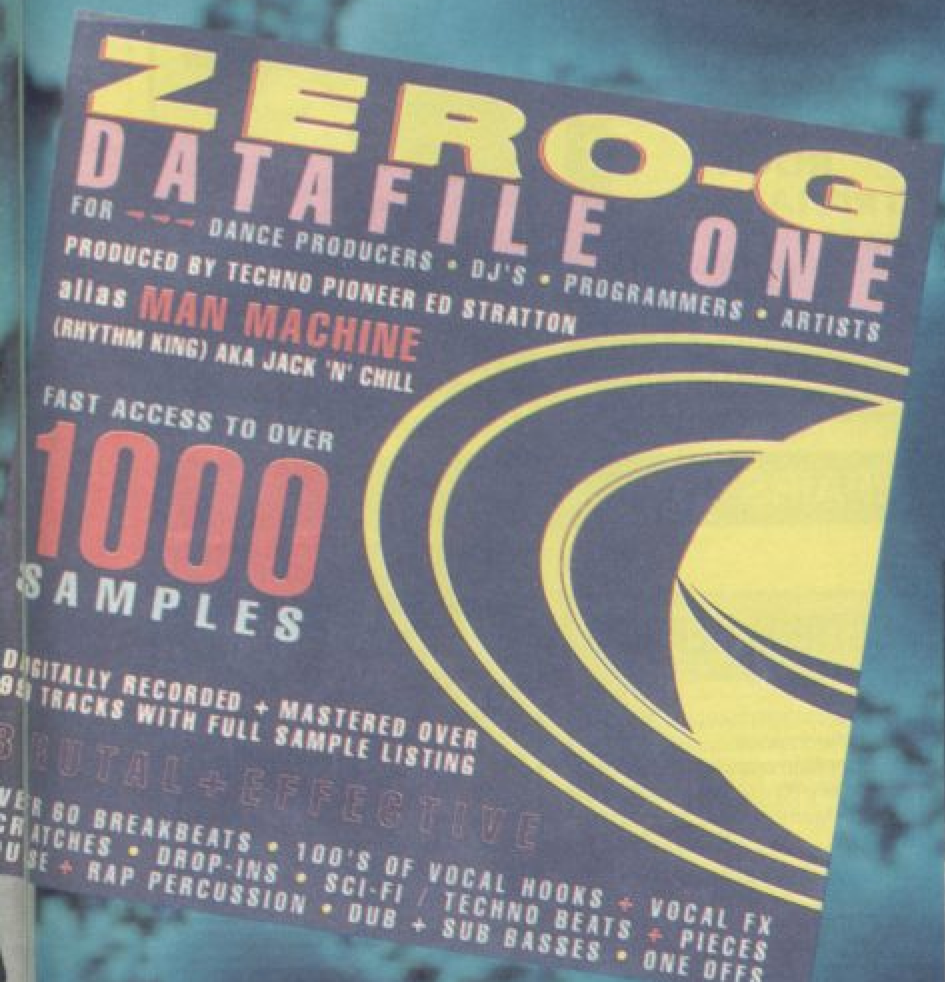
Presented in collections of Spring, Summer, Autumn and Winter characters, the figurines range from the tiny 2-inch Snappa the Dragon, costing from £8.95, to the awesome Ice Sorceror Vrorst on his throne, a 9.5 inch figure costing £149.50.

The most desirable must be the gorgeously-detailed dragons, while the hideous Swamp Demon and Ice Demon might give your granny nightmares if you leave them on the mantlepiece!

Collectors trying to complete the whole set, even at these prices, are in trouble - some of the larger figures are made in limited editions of around 7,500, and are sold out even before they hit the shops.

If you want to learn more about Enchantica, the hardback novel Wrath of the Ice Sorcerer, written by Andrew Bill and illustrated by John Woodward, is available for £11.95. The novel deals with the evil Winter Wizard's betrayal of the land of Enchantica, and the quest of the elf-like banf Jonquil and his terragon Rattajack to restore the balance of power, though demons, dragons, witches and hobgoblins bar their way!

With the terrific success of the figures in gift and art shops, the company is branching out to spread the magic of Enchantica to fantasy fans everywhere. Contact Holland Studio Craft at 156 King Street, Stoke-on-Trent, Staffs, ST4 3EP.



DANCIN' SAMPLES

If you're into sound sampling for music or games programming, you just have to have Zero-G Datafile One, a new sampling CD from Time & Space aimed at dance music producers.

The CD was produced by Ed Stratton, well-known to dance music fans as half of well-wikked duo Jack'n'Chill (The Jack That House Built), and as a solo artist under the name Man Machine (extremely def debut album out now on Rhythm King).

Datafile One contains around 1000 sounds from Stratton's huge sample library; breakbeats, acoustic and popular electronic percussion sounds like Roland TR909, 808 and 727, vocal ad-libs, sci-fi techno effects, orchestral stabs, synth sounds, basses and horns.

If you're a dedicated sound samplist it's a great source of noizes, and if you're reeely crazy you can just sit and listen to it for fun! At 49.95, Zero-G Datafile One is the best sample-per-penny value on the market, and two more volumes are due for release later this Summer. Contact Time & Space, PO Box 306, Berkhamstead, Herts, HP4 3EP.



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SECRET MISSION is a small but action-packed text only adventure set in the modernday, in which you take the part of a James Bond like special agent. Price £1.50 available from Dark Green Enterprises, 2 Shipton Close, Stirchley, Telford, Shropshire TF3 1RN.

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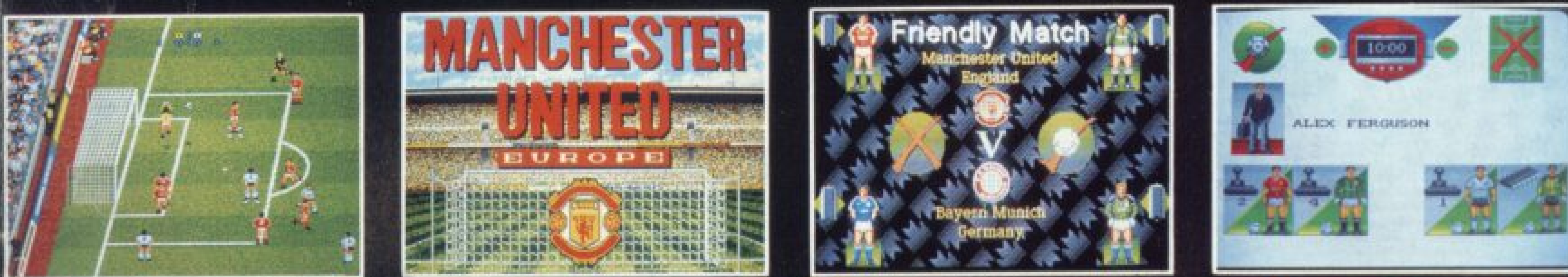


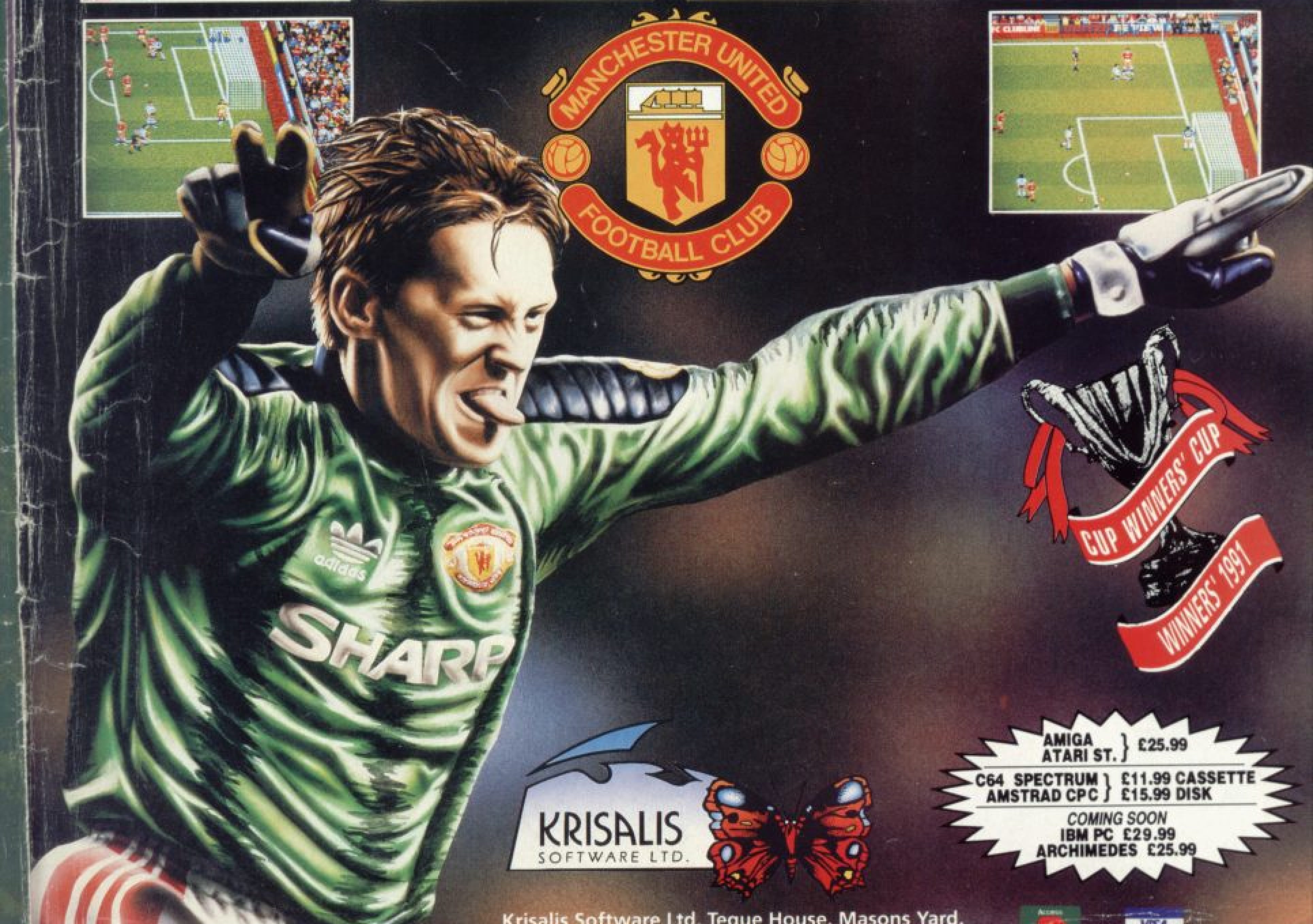
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